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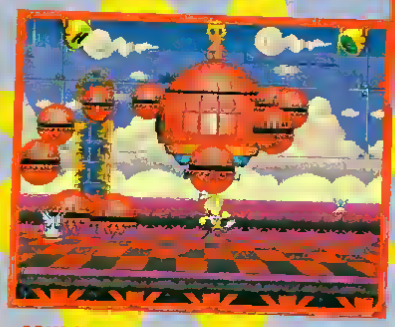

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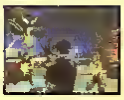

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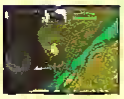
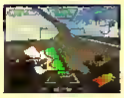


MORE IMPORTANTLY,

through nasty obstacles. And when you screw up, you'll leave the cutest little black stain where your vessel was obliterated. Then there's



IT WILL PLAY A LOT OF

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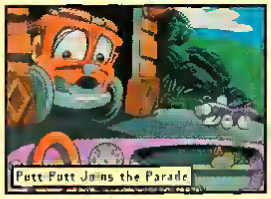

SOFTWARE ON SUBJECTS

you're the one who must save the Park's guests from prehistoric dino-clones. CD sound and 3D graphics make T-Rex so real, you can

SUCH AS GEOGRAPHY,

practically smell the lawyer on his breath. These titles are only a few of the many. You get the idea. Even if your parents don't.)

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CIRCLE #116 ON READER SERVICE CARD.

An insider's look at 16-bit Sports brought to you by Nintendo

The Green Flag

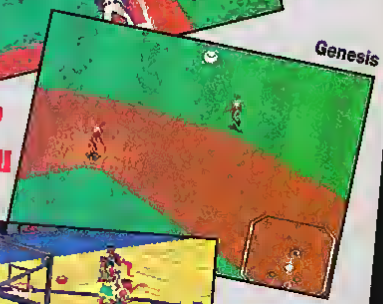
Back in the early days of 16-bit gaming, Sega of America made the claim of sports superiority, and they were right. Early games like *John Madden Football* from EA Sports were designed for the Genesis and were later adapted to the Super NES without making use of the technical capabilities of Nintendo's 16-bit system. It was like taking the paddle out of a canoe and trying to use it on a hydro plane. But once developers realized what they could achieve by using the Super NES' custom graphics processors, a new generation of sports games quickly redefined what a sports video game could be. Super NES sports games are now technically advanced, more realistic, and there's more of them. And where's Sega? Let's just say that they're somewhere without a paddle.

Nigel Mansell's World Championship, SNES

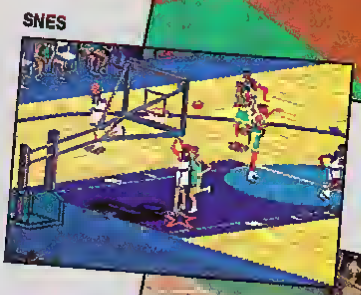
Head-To-Head Competition

Many games from sports software leaders like EA Sports, Acclaim, Sony, Accolade and Tecmo are now custom designed for both 16-bit game systems. Even when the screen perspective and play characteristics are the same, the larger number of colors on the Super NES, its Mode 7 capabilities and its superior sound processor allow for more realism in the Super NES versions. The differences are dramatic in some titles, like Tecmo's new *Tecmo Super Baseball*. The Super NES version gives you a unique, rotating fielder's point of view that is missing from the Genesis game. The simple fact is that you get more with most Super NES sports games—more color, more sound, more realism.

SNES


Genesis

Tecmo Super Baseball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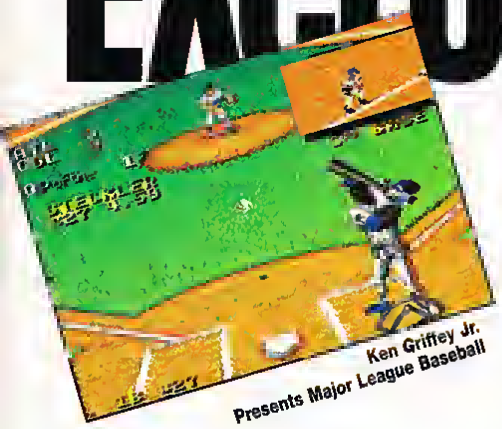

Ken Griffey Jr. Presents Major League Baseball

The most realistic sports games available are found only on the Super NES. Why? It's not just a matter of licenses. The name on the box doesn't put fun in the game. The reason that Super NES sports games play more like the real game, look more like the real game and sound more like the real game is due to the custom hardware inside the Super NES control deck. The Super NES' two graphics processors contain special graphics modes including Mode 7 which allows for the easy manipulation of objects in a 3-D environment. Sports take place in three dimensions, not two. The Super NES's ability to rotate perspective and scale objects lets designers create realistic fields, courts, race tracks and even mountain slopes. Imagination is the only limitation. The Genesis, on the other hand, is limited because it doesn't have the custom graphics processors or a 16-bit sound processor, which means that Genesis sports games simply can't compete on a level playing field with Super NES games. They're behind from the very start.

THE ADVANTAGE SUPER NES

If you don't own a Super NES, you can't play many of the best sports games available like: *Ken Griffey Jr. Presents Major League Baseball, NCAA Basketball, Stunt Race FX, Tommy Moe's Winter Extreme Skiing & Snowboarding, NHL Stanley Cup*, classics like *F-Zero* and *Super Tennis* or up-coming games like *Michael Andretti's Indy Car Challenge*. And the hottest titles available for both systems won't be as intense on the Genesis. If you want the most game from the hottest titles like *NBA Jam, Madden NFL 95, WWF Raw* and *NBA Live '95*, you have to get the Super NES version because the best graphics and sound are available exclusively for Super NES sports fans.

Tommy Moe's Winter Extreme

Box Scores

Nintendo holds the edge on sports titles.

Nintendo	Sega
Baseball 15	Baseball 7
Football 15	Football 12
B-ball 10	B-ball 8
Hockey 7	Hockey 4
Soccer 11	Soccer 5
Racing 27	Racing 13
Golf 9	Golf 6
Boxing 4	Boxing 4
Other 19	Other 15
Total 117	Total 74

Figures taken from Spring issues of Nintendo Power Game Pak Directory and Sega Soft Newz. (Does not include future sports titles.)

SUPER NES 3-D ROTATION & SCALING

When Nintendo's *NCAA Basketball* took to the court in 1992, the radical behind-the-player perspective "KO'd" the competition and the critics. No one had ever seen such a realistic video game. The perspective produced the closest experience to actually playing the sport. Since then, Super NES sports games have explored many new arenas of realistic sports action—arenas where Genesis titles have never gone.

CIRCLE #103 ON READER SERVICE CARD.

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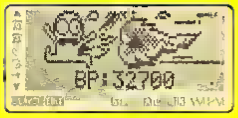
IR 7000

GET THE MESSAGE

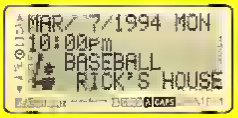
WHISPERING IS FOR GUTLESS WEASELS.

Send messages up to thirty feet away, safe and private like.

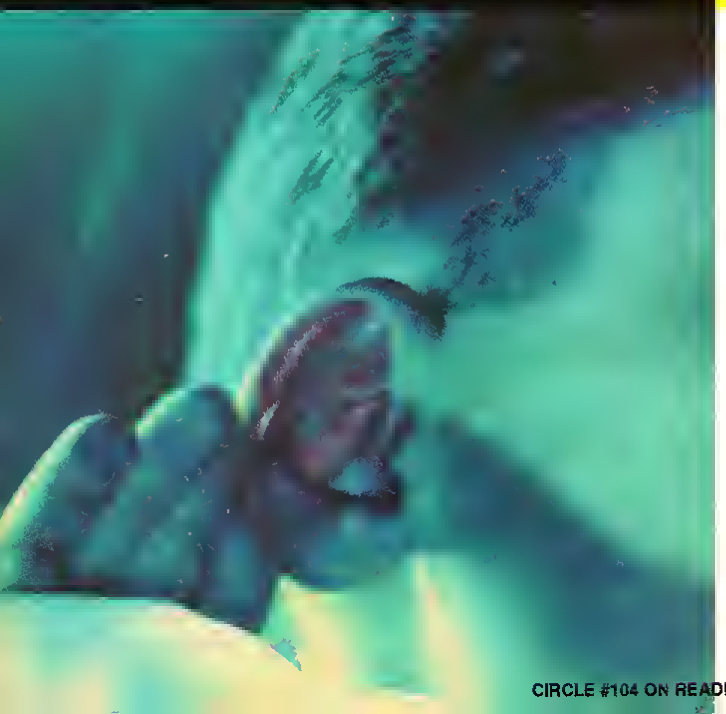


Play the Brain Drain game against the computer, or with a friend.

Record your friends' numbers and create faces to match.



Organize every minute of your day, or at least the important ones.



Whispering's pathetic. Exactly why Sega made the IR 7000, with fourteen different features. So you can communicate with your friends in class without making a sound, via its invisible infra-red beam. You can even play a game with someone across the room. Plus, the IR 7000 keeps numbers, addresses, has weekly and monthly calendars, speaks ten languages, and more. So check out Sega's IR 7000. Unless, of course, you like to whisper. Yeah, right.

SEGA™

CIRCLE #104 ON READER SERVICE CARD.

INPUT

THE BRUTALITY AND ECSTASY OF FIGHTING GAMES

There's nothing like the feel of driving through the desert in a fast car. The road is straight, the air is hot from the bright sunlight and there's hardly anybody else on the road except for the occasional trucker or lost tourist. It doesn't matter what kind of car you're driving, the need for speed is what's important. All of the danger variables (cops, gravel, slippery roadkill) lie cowering in the back of your mind, pushed back by your own sheer reckless insanity.

The same feeling of driving crazy-fast can also come when you're playing a good fighting game. There's a high you reach when waiting through a *Super Street Fighter II Turbo* tournament—especially when you don't even know your opponent—where each faceless challenger becomes fodder for your own adrenaline-soaked glands, making your body feel like it's going to explode right through the pores of the skin. The subtlety of a good combo is like tweaking with the power range on the tach of an Aston Martin as you pass a line of produce trucks heading to Arizona. The air conditioning is on and the stereo is blasting the new Heavy D and the Boys CD. Your car is a piece of machinery meant for driving, not transportation.

"While SSFII can be considered the roadster of fighting games, MKII is the muscle car."

Playing *Mortal Kombat II* inspires the same feelings, but both the moves and the cars are different. A leg swipe that leads to an uppercut has a brutal kind of magic, less subtle than *SSF2 Turbo*, but equally seductive. *MKII* is like playing chicken with oncoming cars in a '72 Dodge Charger. The windows are wide open and the hot wind rushes through your hair as you roar along to the new Beastie Boys tape—with the bass turned so low your speakers are on the verge of blasting right out of the car. Finishing moves are like passing by a truck stop and seeing that all the cops are inside eating. That's right; you're long gone, baby.

Both *MKII* and *SSFII Turbo* are machines from the same family, but they're two different beasts. While *SSFII* can be considered the roadster of fighting games, *MKII* is the muscle car. Both should be appreciated as such. While some people enjoy air conditioned comfort and safety, others like feeling high on brute force and dust. I'm just glad that both feed my need for speed.

—Nikos Constant
Associate Editor
(VIDEOGAMES staff *Mortal Kombat II* Champion)

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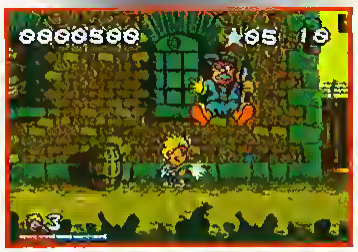
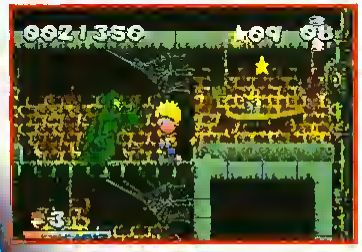


Roam through city streets, construction sites, sewers, the circus and forest in a quest to defeat the mad Colonel Brown who's dumping toxic waste! Marko's only weapon is his amazing soccer ball, which he uses to knock out gangs, dogs, sludge monsters and other nasties. Just as in soccer, Marko can't use his hands. He's got to use his head, bicycle kick, knee tap and foot dribble to control the ball.



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PRESS START

NEWS INFORMATION RUMORS

EDITED BY BETTY HALLOCK, ERIC NAHAMURA & GABE SORIA

Sonic

By Christmas of this year, you'll be sitting in a movie theater watching Jean-Claude Van Damme on the big screen as none other than *Street Fighter* star Colonel William F. Guile. The film—which is expected to earn a PG-13 rating—is scheduled for an American release on December 21, 1994. Pressman Film Corporation has wrapped up filming of *Street Fighter*, and the film is currently in post-production.

Filming began May 30 in Bangkok, Thailand. The story takes place in Shadowloo, Southeast Asia, in 1995. The Shadowloo civil war rages into its seventh month, and Warlord General M. Bison (Raul Julia) has messed everything up by kidnapping 63 Allied Nations relief workers. Bison's demand: Fork over 20 billion dollars within 72 hours or the hostages will be executed. So Guile's job is to rescue the hostages. But he and his Allied Forces Unit must first find the location of Bison's secret fortress. With the help of Ken Masters (Damien Chapa) and Ryu Hoshi (Byron Mann), Guile infiltrates the Shadowloo Crime Tong, led by Bison's arms supplier, Viktor Sagat (Wes Studi).

I'm about to let out a big Sonic Boom.

Jay Tavare flashes his claw as Vega.

Playing the role of Guile's British Intelligence Officer, Cammy, is Kylie Minogue, the Australian soap opera star and pop singer (remember her '80s "Locomotion" remake?) Chun-Li—played by Ming Na Wen of *The Joy Luck Club*—happens to be a Global News Television reporter...but she's out for more than just a story.

Steven de Souza wrote and directed the movie; it's his directorial debut. One of Hollywood's top action writers, his credits include *48 Hours*, *Die Hard*, *Die Hard 2* and *Beverly Hills Cop 2*. He is also currently working on *Judge Dredd*, starring Sylvester Stallone. Cinematographer William Fraker shot principal photography in Thailand and Australia, and production design was done by William Creber, who also worked on *Planet of the Apes*.

Also appearing in the film is Kenya Sawada, a Japanese actor who plays second-in-command to Guile; he impressed Capcom so much so that his character, Captain Sawada, may be added to a future edition of the *Street Fighter* video game series.

Here's Grand L. Bush as boxin' Balrog.

BITS

Chuck Norris has recently signed a multi-title interactive production deal for live-action games. He will star in a series of full-motion video games, produced by Rembrent Productions in association with Accent Media Productions and the Chuck Norris Co.

Digital Pictures—producer of popular full-motion video games like *Night Trap* and *Double Switch*—has announced a kids' software line under the name Digital Kids. Digital Kids will release two games, *What's My Story?* and *Kids on Site* in the upcoming months.

You may have heard that the *Tank Girl* movie will star Lori Petty in the title role, but did you know that Ice-T will be playing Booga the kangaroo? Bjork will also be in the movie.

Paws & Play Inc. will introduce two new full-motion VCR remote-control board games this summer: *Red Baron Squadron Race Game* and *The Zoofari Game*. Paws & Play Inc. has a patent pending on its pause-and-play technology. Founder Bic Hauser says, "Instead of rolling dice or spinning a wheel, just hit the 'play' button

Come on, come on and do...the locomotion with me.

Look, Cammy, you've got to stop singing that song.

More News on the Street Fighter Movie

Boom!

Ryu (Byron Mann) prepares for battle.

Ming Na Wen plays Chun-Li, news reporter with a secret.

The complete cast list is as follows:

Colonel Guile:	Jean-Claude Van Damme
Bison:	Raul Julia
Chun Li:	Ming Na Wen
Sagat:	Wes Studi
Ryu:	Byron Mann
Balrog:	Grand Bush
E. Honda:	Peter Tuiasosopo
Dee Jay:	Miguel Nunez
Ken:	Damien Chapa
Dhalsim:	Roshan Seth
Cammy:	Kylie Minogue
T. Hawk:	Gregg Rainwater
Zangief:	Andrew Brynlarksi
Blanka:	Robert Mammone
Vega:	Jay Tavare

(Note: Fei Long will not appear in the movie! Maybe it's because Bruce Lee was not available to play the role.)

Cammy, what big teeth you have.

Forget that Muy Thai stuff...I've got the gun.

on your VCR remote control to start the action and 'pause' to see the outcome—it's never the same game.

The AT&T Edge-16 peripheral will finally be released in October 1994. Edge-16 will feature VoiceSpan technology and allow Sega Genesis owners to play each other over the phone from just about anywhere, even across state lines. You can also talk to each other as you play the game. It even recognizes call waiting, so you won't miss an important phone call while you're playing. Suggested retail price is "under $170."

As reported in our last issue, Hudson Soft officially announced the winner of the Summer CES *Super Bomberman 2* Competition. *VIDEOGAMES* Contributing Editor Zach Meston. The 16 finalists were Paul Anderson (*Game Informer*), Claudia Fuchs (Independent), Brian Goss (*The G U R U*), Chris Johnson (*Para*

continued on page 18

BITES

PRESS START

SOUNDBOARD

I was looking through a recent issue of your magazine and noticed a review of a TurboGrafx/Duo game called *Dynastic Hero*. I don't know if you noticed this, but the exact same game is available for the Genesis, it's called *Wonder Boy*.

I just wanted to bring this to your attention—just in case you didn't know already.

—Felipe
Fort Ritchie, Maryland

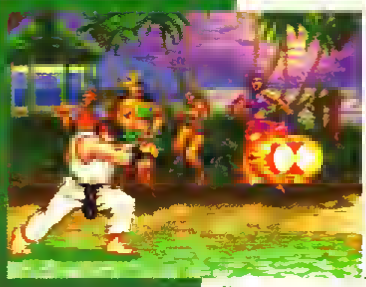
Good eye, Felipe; though our reviewer didn't mention the connection, Dynastic Hero is indeed based on the Wonder Boy saga. The Duo version benefits from CD music, and of course, Duo owners who sweated through the long hot summer without any new software releases were glad to see a new game for the machine—even if it was a game that had already been released for a different system.

The good news for Duo or TurboGrafx-16 owners is that there's a new mail-order company called Turbo Zone Direct which can cater to your hardware and software needs. In addition to being the primary distributor of new TTI titles like Dynastic Hero and Super Air "Zonk", TZD also sells new PC Engine software from Japan; you can order great games like Konami's Dracula X, which are fully compatible with your Duo CD system. Call 1(800) DUO-THIS for more information.

Thanks for the great envelope art, by the way, Chris Gore loved it!

I have been playing *Street Fighter II Turbo* for the Super Nintendo. For some stupid reason, whenever I play in "Turbo" mode and I play as Ryu or Ken and do a lot of fireballs, sometimes I shoot out orange fireballs. Is the game messed up? Is it a super fireball?

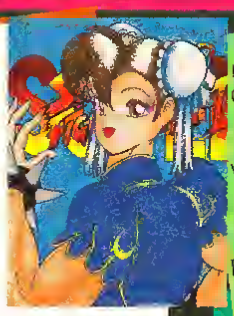
—Nick
Flemington, New Jersey



There are two kinds of "special" fireballs in the Street Fighter series. The first is a red-colored fireball which appears at random when playing as Ryu or Ken. Though it's not known what causes this effect, it's considered to be a bug in the program code; all standard fireballs should be the bluish color and the red one does not do any additional damage. However, in Super Street Fighter II and Super Street Fighter II Turbo, Ryu has a new fireball attack which causes his opponent to burn when it makes contact. To do this, just rotate the joystick in a low half circle from **Back** *to* **Forward** *and press any punch button.*

I've decided to contribute some art. I made a few mistakes, but I hope it's appreciated. I just hope Capcom USA doesn't sue me for using its *Super Street Fighter II* logo.

—Matthew W. McGinn
Alexandria, Virginia



Don't sweat it, Matthew; at least you didn't do anything silly, like having the Street Fighter characters playing baseball or something like that. We do appreciate it. Thanks.

Here are some questions regarding things that I was curious about

1) Is Betty single?
2) Is Josie in a band? If so, where can I hear her play?

Just wondering

—Andrew Castro
El Monte, California

P.S. Do any of you like Megadeth?

1) Yes, but she has a hulking gorilla of a boyfriend who will crush you if you so much as think about her in an unwholesome way.

2) Yes, Josie sings and plays guitar in an all-girl rockabilly band called Whistle Bait. Also, our new Assistant Editor Gabe growls and plays bass in a band called Harelip. Both groups play semi-regularly in the Los Angeles area.

P.S. Chris B. likes Megadeth very much.

Are there any games for $20 or less? If there are, can you tell me what they are?

—Nate Gilkes
Riverton, New Jersey

Your best bet is to check out used games at video rental stores like 20/20 or Blockbuster; they'll often sell extra copies of games that have started to lose popularity. Forget about new games at retail stores, unless there's a huge sale, you'll rarely find anything but anemic NES carts for that price. Also, Check out the classified ads in your local newspaper. Lots of people sell their old video games when they're tired of them, and you can probably find some goodies. It's worth checking out.

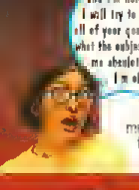
I'm the proud owner of many game systems: NES, SNES, Genesis, Sega CD, Jaguar, CD-i and Game Gear. I currently subscribe to *Nintendo Power*, but am shopping around for a magazine that covers the systems I own. The other day I came across the May issue of *VideoGames* and noticed the words, "The Ultimate Gaming Magazine." I thought, "yeah, right." But I bought it to see how ultimate it really was.

Needless to say, I was blown away. You guys didn't have a hundred pages of maps for one game. You balanced out the number of reviews for each system and gave the straight facts on each game, saying if it sucked or not. I'm planning to subscribe, but I would like to know if I could order back issues of your magazine.

—Aric Giron
Ahwahnee, California

Yes, you can get back issues through our subscriptions department at 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210, we already gave them your letter. Too bad you missed our April 1994 issue, with its incredible behind-the-scenes Mortal Kombat II feature. Thanks for the support.

Dear Betty



Hi, I'm Betty, and I'm here to help you. I will try to answer any and all of your questions, no matter what the subject matter. So ask me absolutely anything. I'm all yours.

Dear Betty,

My mom packs squid in my lunch box several times a week because she knows that squid is my favorite food. The other kids in the cafeteria think it looks and smells gross and tell me I have bad breath. Now they are beginning to hit me, and this one girl in particular slaps me in the arm so hard that I bleed. Should I stand up for what I believe in and continue to eat squid, or should I make my arm feel a whole lot better and just stop?

—Lelana
Sonoma, California

Dear Lelana,

You should be able to eat whatever you want to eat for lunch, but maybe you could cut back on the squid a couple of times a week. Tell those kids they're dumb because squid is brain food. I hear that the iodine in seafood keeps your hair from going gray. Hey, got any squid jerky? I love that stuff. Let me make another suggestion: Find a really cool lunch box, maybe a Street Fighter one. Maybe then the kids won't pick on you because they'll be so impressed... or you could hit them on the head with it. Just kidding.

Dear Betty,

Everyone tells me I look just like Chun-Li. Do you know of any *Street Fighter* look-alike contests in the Monterey-Santa Cruz area? I would really love to be in one.

—Claire
Salinas, California

Dear Claire,

I called Capcom and they don't know anything about a Street Fighter look-alike contest. As soon as we hear of one, we'll let you know.

Dear Betty,

I have a problem. I play video games sooo much that I developed a rare medical problem in my thumb and had to have it removed. I had a sort of "thumb transplant." But my thumb looks and works more like an index finger. Now when I think I'm hitting the **A** button I'm really hitting **X**. What to do?

—Louie
Ardmore, Oklahoma

Dear Louie,

I've never heard of a thumb transplant. Just use your index finger and your middle finger to hit the buttons. You don't even need a thumb, really. If it just gets in the way, have them chop it off.

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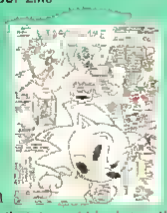
zine zone

The Good, The Bad, & The 8-Bit
Brian Pacula, Cthulhu
33 Florence Avenue
Mill Valley, CA 94941
$1 Monthly/$4 for five issues

Is *TGTB&T8B* turning into a prozine? Issue seven came poly-bagged with a bright neon cover on thick paper stock—18 solid pages for just a buck. We love the cartoon illustrations that go with the reviews, hey, if you can't do game shots, do something even better. Get this if you're into rumors, funny comics, encrypted messages, classic game reviews and lots of babbling, a cool 'zine.



Cheaply Produced Crappy Video Game Newsletter About What SUCKS
Alan Lanole, Editor
284 E. Main Street
Greenfield, TN 38230
75¢ Bi-Weekly

If Beavis and Butt-Head did a video game fanzine, our guess is that it would look exactly like this weird publication. Is that Sonic vomiting on the cover? Editor Alan Lanole is a maniac who colors each issue by hand with colored pencils, that is, the issues that get sent to us look that way. With all of the hand written stuff in the June edition, we're still not sure if he prints more than one copy of each issue. Give this freaky 'zine a try, back issues are 50¢ each.

Video Universe
Chad Laubach/George Wilson, Editors/Publishers
7640 Woodbine Road
Macungie, PA 18062
$1.50 Monthly

Wow... this 'zine is 55 pages long! We haven't seen a fan publication this thick in a long time. Jam packed with reviews and info. We like the *Club 3DO* section. What's more, these are some pretty funny guys, there are lots of funny articles about the gaming industry and "What I'd Like To See" type of stuff. The cover is some weird boy's fantasy—kinda looks like a Bolt Thrower album cover. Game cheats, reviews, comics... lots of good stuff for just a buck and a half.

Dokuritsu
MJ Lesnick, Editor [sic] from Bangladesh
15803 Signal Creek
Houston, TX 77095-1624
$2.00 or trade outside Houston

Nice minimalist cover. This zine covers a lot of manga and anime and includes a lot of rambling and profanity, which is always fun. MJ is well on his way to becoming one of those freaks who talk your ear off at a bus stop. Most of *Dokuritsu* is a big jumble, except for the 8-page comic strip, which is sort of funny because it's so freaky. Why isn't anything in its own section or something? Too controversial for some, but there's a lot to read and the art is cool.

Ultra Bit Magazine
Mr. Big, Editor
3655 Sunset Blvd., Apt. #71
Rocklin, CA 95677
$10 US/$14 elsewhere for 12 issues

Ultra Bit Magazine includes "the complete extensive list of the top 100 alternative bands" which should really be called "the complete extensive list of the 100 most popular bands whose videos you can watch on MTV 2,500 times a day." It's a big, scary-looking 'zine with very few pictures and type that's almost all IN CAPITAL LETTERS, but it does have some good tips for both cartridge and PC games. Watch for bad illustrations and really bad spelling.

Fantazine
Pat Reynolds, Editor
1740 Millbrook SE
Grand Rapids, MI 49506
$2.00 Bi-Monthly/$6.00 for five issues

Another thick 'zine—32 pages. What the hell is Jess Ragan's "Yeeoow!" article all about (and why doesn't he have a phone?) Anyway, *Fantazine* is a refreshing, intelligent fanzine with good old video game reviews. We commend the article, "Ranma 1/2 3 Super Battle!" as well as "Pat's Real Life Stories." It's great to see a fanzine with some thought put into its design and layouts (not to mention its text. Pat's article about the quality of Konami's Genesis games is extremely insightful.) Nice "tribbles" on the cover, but what's that chauvinistic/misogynistic piece on the back?

Hardcore
Tyrone Rodriguez, Miserly Publisher
1122 North Bernl Street
Santa Ana, CA 92703-1506
$1.50 Bi-monthly/$8 for six issues

This month's featured Angry Young Man is not necessarily angry. His *Hardcore* is actually one of the more level-headed zines we've seen this month. (Hell, compared to the aforementioned *Cheaply Produced Etc.*, everything else looks like *VG&CE*.) Hardcore has the basic ingredients of a good 'zine—good reviews, industry dirt, the obligatory fanzine review column—but it would really shine if it just had *more* of everything. In the meantime, expect better things from Tyrone's industry contacts and nose for killer combos. We loved the "Out-of-Context Quotes" column.

ANGRY YOUNG MAN TYRONE RODRIGUEZ

FANZINE: HARDCORE
AGE: 17
HOME: SANTA ANA, CALIFORNIA

How long have you been working on HARDCORE?
This is my second issue, and hopefully the third one will be out within the next couple of months. I don't know what I'd be doing if I hadn't started a fanzine last year; it's better than doing nothing.

Why do you cover issues like abortion in your fanzine? What's the connection with video games?
I'm against abortion. I feel that fanzines should be able to say or do whatever you feel like. Whatever you want to print you should print.

So are you an angry young man?
Yeah. They tried to make me dry shave at my school because I have a goatee. You know what else makes me mad? Nintendo's new image and attitude—total hypocrisy. "Money talks, BS walks." And people who are always complaining about fighting games. If you don't like them, don't play them. You play the fighting games that you want to play. So what if there are a lot? The console thing is getting out of hand. There are more consoles than there are titles now.

How many hours a day do you spend playing video games?
I play video games for four or five hours a day. I've beat almost over 200 games now. The latest game I beat in the arcade was *Alien vs. Predator*.

What systems do you own?
Super NES, NES, Master System, Genesis, Sega CD, SuperGrafx, TurboGrafx with CD player, Turbo Express, Turbo Duo and I sold my Super Famicom a while ago. My favorite system is the Duo. I buy the Japanese games—*Fatal Fury*, *World Heroes*. I love the Turbo Express. I take it on a plane, and people are like, "Ooooh, can I touch it?" But it's expensive.

What do you think of a system like 3DO?
Great specs, but I need games.

Why don't you think more girls are playing video games?
Maybe there aren't games that interest them. It isn't exactly the violence. I was at an arcade in San Jose with a friend, and I saw a girl playing as Mileena in *Mortal Kombat II*. She was good; she got to Kintaro. I've been beaten by a girl at *Street Fighter II*. She was playing Chun-Li.

What would you like to see in the pro mags?
More personality. That's what I appreciate about a black & white ish: Honesty and opinions. In a fanzine, you can tell the truth and piss people off; it doesn't matter.

BITS

dox), Jeff Lundigran (*Game Players*), Michael Meyers (Michael Meyers & Associates), Matt Neapolitan (*Kids' Today*), Chris Nicolella (*EGM*), Peter Olafson (Independent), Scott Pelland (*Nintendo Power*), Sean Pettibone (*In Between the Lines*), Jim Ratkos (*Anti Matter*), Erik Suzuki (*NewType Gaming*), Matt Taylor (*GamePro*), and of course, Zach Meston. Zach's prize was a Sony Color Watchman, which he later discovered was a refurbished model.

Go on, Zach. (Pictured L-R: Zach Meston, Chris Nicolella, Jim Ratkos, Matt Neapolitan)

Zach in all his glory.

We're sooo proud of you!

Zach's such a good winner.

The Game Guardian Video Game Locking System disables access to the NES, Super NES, and Sega Genesis. The unit physically blocks access to the game cartridge slot. It's made of high impact polystyrene and fitted with a quality lock, so there's no way you can break through. Kids. Don't let your parents do this to you.

He Thinks He's A Hero, But He'snot!

"My Pick Of The Year"
-- *M. M. Goode*

"Finger Lickin' Good"
-- *Barbie Q. Boogurz*

"A Real Gas!"
-- *X. Crement*

"It'll Blow You Away!"
-- *Enya Knose*

"2 Thumbs Up – Way Up – All The Way Up To The Knuckle!"
-- *Cesspool & Sleazepurt*

"Snot Like Anything Else On The Market!"
-- *Lyle B. Gross*

"Gobs of Excitement, Loads Of Fun!"
-- *Hawke A. Biggun*

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CIRCLE #107 ON READER SERVICE CARD.

Litil Divil

Meet Mutt. He's grouchy. He's grumpy. But hey, let's face it, a little time in the underworld can make anyone a littln ndgy. And now Mutt has a problem. You see, hn was chosen to get the Mystical Pizza of Plenty for his friends. And with all due respect to thn eternally damned, the snrvice in the underworld really sucks. In "Litli Divll," you cnn help Mutt as he makes his way through five soul-repenting levels in the Labyrinth of Chaos. Along the way yoa'll encounter gigantic npiders, demonic fish, and a few other things yoar priest nevnr wnrned you aboat. All in a search for a double pnpperoni with cheese. A few hours with Mutt, and yoa'll renlly appreciate that 30-minute-free-delivery thing.

PHILIPS MEDIA

PG CD-ROM — CD-i — PC FLOPPY

Optional Digital Video Cartridge required for CD-i. Litil Divil™ © 1993 Gremlin Graphics Software Limited. We apologize to anyone whose name actually is Mutt or for that matter any fire-spitting demons we may have offended. © 1994 Philips Media. All rights reserved.

CIRCLE #108 ON READER SERVICE CARD.

Top 10 lists courtesy of Babbage's: America's Software Headquarters and RePlay Magazine

GENESIS

1. *Super Street Fighter II* by Capcom
2. *Hardball '94* by Accolade
3. *FIFA International Soccer* by EA Sports
4. *World Series Baseball* by Sega
5. *NHL '94* by EA Sports
6. *NBA JAM* by Arena
7. *Mario Andretti Racing* by EA Sports
8. *Madden NFL '94* by EA Sports
9. *NBA Showdown* by EA Sports
10. *Ms. Pac-Man* by Tengen

SEGA CD

1. *Star Wars: Rebel Assault* by JVC
2. *Vay* by Working Designs
3. *Heimdall* by JVC
4. *FIFA International Soccer* by EA Sports
5. *Star Wars Chess* by The Software Toolworks
6. *Tomcat Alley* by Sega
7. *Mortal Kombat* by Arena
8. *Rise of the Dragon* by Dynamix
9. *Dragon's Lair* by ReadySoft
10. *Lunar: The Silver Star* by Working Designs

DEDICATED COIN-OP

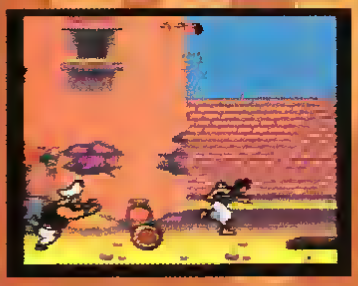
1. *Revolution X* by Midway
2. *Mortal Kombat II* by Midway
3. *Virtua Fighter* by Sega
4. *NBA JAM Tournament Edition* by Midway
5. *Lethal Enforcers II: Gun Fighters* by Konami
6. *Solitaire Challenge* by Dynamo
7. *Lethal Enforcers* by Konami
8. *Run & Gun* by Konami
9. *NBA JAM* by Midway
10. *Alien: The Gun* by Sega

SUPER NES

1. *Super Street Fighter II* by Capcom
2. *FIFA International Soccer* by EA Sports
3. *Stunt Race FX* by Nintendo
4. *Saturday Night Slam Masters* by Capcom
5. *Ken Griffey Jr. Presents: Major League Baseball* by Nintendo
6. *Super Metroid* by Nintendo
7. *Secret of Mana* by Square Soft
8. *Mortal Kombat* by Acclaim
9. *NBA JAM* by Acclaim
10. *Lufia and the Fortress of Doom* by Taito

GAME GEAR

1. *Disney's Aladdin* by Sega
2. *NBA JAM* by Acclaim
3. *Mortal Kombat* by Acclaim
4. *World Cup USA '94* by U.S. Gold
5. *RoboCop vs. The Terminator* by Virgin
6. *Sonic Chaos* by Sega
7. *X-Men* by Sega
8. *Ecco the Dolphin* by Sega
9. *Micro Machines* by Codemasters
10. *Road Rash* by U.S. Gold



COIN-OP SOFTWARE

1. *Alien vs. Predator* by Capcom
2. *Super Sidekicks 2* by SNK
3. *Gal's Panic 2* by Kaneko
4. *Dungeons & Dragons: Tower of Doom* by Capcom
5. *Raiden II* by Fabtek
6. *Samurai Shodown* by SNK
7. *Neck 'N Neck* by Bundra
8. *Windjammers* by Data East
9. *World Heroes 2 Jet* by SNK
10. *Twin Eagle II* by Seta

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CD-i

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CIRCLE #109 ON READER SERVICE CARD

TIPS & TRICKS

BY NIKOS CONSTANT

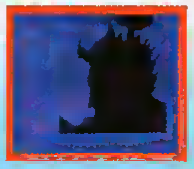
If you have any tips or tricks that you haven't seen printed anywhere else, put them on a piece of paper or a postcard and send them to us at *VideoGames*, Attn. *Tips & Tricks*, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. If you're the first to tell us about a valuable new tip or trick, we'll print it and send you one of these cool new controllers for your Super NES or Genesis, courtesy of STD Entertainment (USA), Inc.!

Play as Akuma!

The rumors are true. You can play as the top-secret boss, Akuma, in the new *Super Street Fighter II Turbo* arcade game! Amaze your friends, frustrate your enemies and experience the thrill of controlling the brother of Sheng Long. Note that this trick does not work on the home versions of *Super Street Fighter II*—it's for the arcade *Super Street Fighter II* ***Turbo*** only. Here's how it's done. Make sure the machine is on Free-Select Speed Setting and choose any speed. Then, *at the character-select screen*:

- Highlight Ryu for five seconds, then...
- T. Hawk for five seconds, then...
- Guile for five seconds, then...
- Cammy for five seconds, then...
- Highlight Ryu again for **ten** seconds, then hold down **all three Punch buttons** and the **START** button. If your timing is right, you'll see a mysterious silhouette on the match-up screen. You're playing as the elusive master of martial arts, Akuma—prepare to kick some tail!

Put the cursor on Ryu, T. Hawk, Guile, Cammy, Guile and Ryu for four seconds each, then hold **JAB+ STRONG+FIERCE+ START.**



Now you're playing with power!

Akuma may be the most powerful Street Fighter ever.

His fireball attack registers as a three-hit combo!

HINT HOTLINES!

Are you still having trouble with your favorite game? Well, *VideoGames* doesn't give out tips over the phone—but here is a list of people who do.

Nintendo of America Inc.
(206) 885-PLAY
HOURS Monday through Saturday—4 a.m. to midnight (Pacific Standard Time)
Sunday—6 a.m. to 7 p.m. (Pacific Standard Time)
COST Standard long-distance rates to Redmond, Washington, apply
TIPS Nintendo's game counselors field questions about any licensed game for the NES, Super NES or Game Boy

Sega of America Inc.
(415) 591-PLAY
HOURS 6 a.m. to 6 p.m. (Pacific Standard Time) seven days a week
COST Standard long-distance rates to Redwood City, California, apply
TIPS Sega's game counselors field questions about any Sega game for the Genesis, Sega CD, Game Gear or Master System. With the exception of Seismic's Genesis games and certain early Renovation titles, questions about third-party games are not covered by Sega's counselors; they will, however, refer you to the appropriate phone numbers for tips on licensed titles.

Atari Corp.
(900) 737-ATARI
HOURS 24 hours a day, seven days a week
COST 95¢ per minute
TIPS Atari's Game Line offers Touch-Tone menus with recorded messages of tips and strategies for recent Atari games for the Lynx and Jaguar.

Turbo Technologies Inc.
(310) 337-6916
HOURS Monday through Friday—9 a.m. to 6 p.m. (Pacific Standard Time)
COST Standard long distance rates to Los Angeles, California, apply
TIPS TTI's game counselors field questions about any NEC, TTI or Working Designs game for the TurboGrafx-16 or Duo.

Electronic Arts
(900) 288-HINT
HOURS 24 hours a day, seven days a week
COST 95¢ for the first minute, 75¢ each additional minute
TIPS Recorded messages provide tips and pass words for Electronic Arts games; game counselors may also be available during normal business hours.

Philips CD-i
(800) 762-0248
HOURS Monday through Friday-5 a.m. to 6 p.m. (Pacific Standard Time)
COST Toll free, but you must register using the serial number on the back of your CD-i machine
TIPS Game hints, hardware questions and any other CD-i software info

U.S. Gold (*Flashback* Gameline)
(900) 288-GAME
HOURS 24 hours a day, seven days a week
COST 85¢ per minute
TIPS Touch Tone menus of recorded messages offering tips and strategies for U.S. Gold's *Flashback* for the Genesis and Super NES.

Data East
(900) 4545-HELP
HOURS 24 hours a day, seven days a week for recorded messages, or 8 a.m. to 5 p.m. (Pacific Standard Time) Monday through Friday for optional game counselor assistance
COST 95¢ for the first minute, 75¢ each additional minute
TIPS Tips and strategies for Data East's *Shadowrun* for the Super NES are the primary resource, but help is available for many other Data East titles, including *Side Pocket* and *High Seas Havoc*.

Secret Endurance Mode!

Marathon fighting-game fans, this is the cheat you need! Single matches against friends can last only seconds, but with this feature you can play through the lives of four characters and have a longer-lasting game. At the Start/Option screen, hold the **L** and **R** buttons on top of the controller and press **START**. (You can do this on either controller.) You'll get a new set-up screen that says "Choose Your Fighters."

Both players can choose four characters to fight with, you can even pick the same fighter four times if you want to. If you're a true *Mortal Kombat II* fanatic, press the **SELECT** button to have the computer pick four characters at random!

Once the eight fighters have been chosen, press **START** to begin the match. When your fighter is killed, he or she will disappear in a puff of smoke—just like in the Endurance rounds of the original *Mortal Kombat*—and your next fighter will jump into the screen. The grueling, bloody battles that result from using this secret mode are long lasting and incredibly fun; this is the real proving ground of the *MKII* master!

Hold down the **L** and **R** butto[illegible] press **START**

Co[illegible] fighters [illegible] press **SELECT** [illegible] acte s

B[illegible] battle— *Mortal Kombat* dreams [illegible] made

Secret Introduction

Want to see something that'll blow your mind? Hold the **L** and **R** buttons on top of Controller 1 while turning on your Super NES machine with *Mortal Kombat II* plugged into the cartridge slot. Continue to hold the buttons down until the Acclaim logo appears; when it does, you'll see a special surprise! Sit back and be amazed.

Hold the **L** and **R** buttons when you switch the machine on and continue to hold them down

Hear the taunts of Shao Khan!

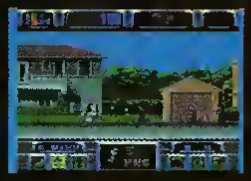
Watch Kintaro thrash the Acclaim logo!

GAME GENIE CODES

Codes for use with Galoob's Game Genie Video Game Enhancers

THE LAWNMOWER MAN

(T•HQ for the Super NES)

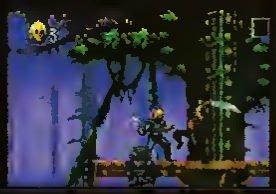


D985-376F—Energize effect is 4x longer

D186-4F64—Bitstream powers up instantly

PIRATES OF DARK WATER

(Sunsoft for the Genesis)



ACET-B62T—Infinite vortex magic on pick-up

ACET-B68E+AC6A-K6B6—Infinite hearts on pick up

AAYT-D63[illegible]—Infinite keys on pick-up

CHIP & DALE RESCUE RANGERS 2

(Capcom for the NES)

IEOYZILA—Start with five hearts

OXUNGIVK—Infinite credits

GXKZKTVI—Almost infinite lives

KLAX

(Mindscape for the Game Boy)

3E9-[illegible]4E-F71+63[illegible]-B53E-F7E—Last level (Select level 6 on level-select menu)

015-FAB-E6[illegible]—Can't drop a single tile (Levels 1-5)

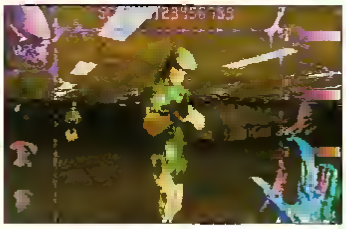
085-18B-F7E—Can drop 8 tiles (levels 11-99)

YOU CAN BE THE ALIEN.

Lunch. Toast. Dogmeat. *You're* on the menu. The Alien eats you from the inside out. The Predator's razor-like mouth parts go for the crust.

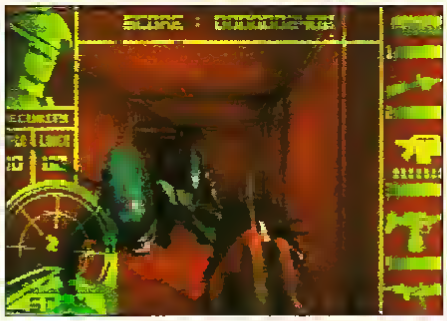
ALIEN

It's one thing to be low man on the food chain in a 16- or 32-bit game. But in Jaguar's 64-bit system, it takes extremely fine-tuned reflexes to stay alive. Give your reptilian hindbrain a workout. Be the



YOU'RE THE MARINE. YOU'RE THE ALIEN. YOU'RE THE PREDATOR. Be any one of them and fulfill your biological destiny; kill or be killed

THE ALIEN LASHES OUT. His claw and tail strikes are beautiful and deadly. No such aesthetics apply to the face suckers. That's just plain sick.



YOU'RE JUST A CRYBABY WITH A SHOTGUN TO THE ALIEN. Texture-mapping heightens the claustrophobia of the airduct. Too bad. Tell your therapist.

ATARI MADE IN THE USA

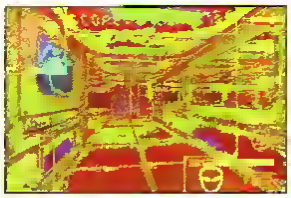
Game tips and hints: **1-900-737-ATARI**. 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only. Atari Jaguar information is available in the Atari Gaming Forum on CompuServe. Type GO JAGUAR to access this area 24 hours a day. Atari, the Atari logo, Jaguar and the Jaguar logo are trademarks or registered trademarks of Atari Corporation. All rights reserved. Alien and Predator™ & © Twentieth Century Fox Film Corporation. All rights reserved. Used under sublicense from Activision.

YOU CAN BE THE PREDATOR.

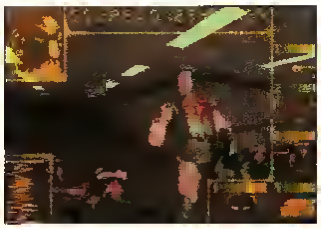
OR YOU CAN BE LUNCH.

PREDATOR Predator or the Alien. Ancient animal senses exploit the high-resolution bit-mapping - *the better to see you*. Huge sound-sampling - *the better to hear you*. And unparalleled animation - *the better to come out of nowhere and eat you*. In a 64-bit environment, pure sensation can overwhelm. Keep a little blood in your adrenaline system, and maybe you'll survive. At least until dinner.

THE PREDATOR'S DISKS FROM HELL may outmatch your more conventional weaponry. Might be a good idea to keep your first-aid kit handy.



THE PREDATOR CAN SEE WHAT YOU CAN'T. Stay out of his view. Too many x-rays can be bad for you.



MARINE? HAPLESS VICTIM IS MORE LIKE IT. Your extraordinary bit-mapped image makes the shape of your skull look so very right to the Predator.

JAGUAR™ 64-BIT DO+THE MATH

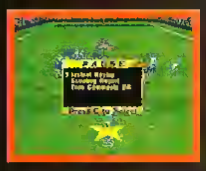
INTERACTIVE MULTIMEDIA SYSTEM

CIRCLE #102 ON READER SERVICE CARD.

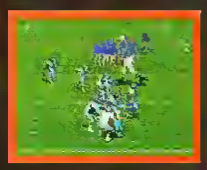
Giant and Midget Referees!

The referee makes the big calls in *John Madden Football*, so you need to see the guy, right? With a few quick strokes of the controller, you can make him the biggest guy on the field. While playing, pause the game and press **Right, Down, Left, Up, Right, Down**. You'll hear the referee's whistle blow, signalling his newfound physique. When you continue the game, you'll find that the ref has become a giant!

To make the referee as small as his IQ, pause the game and press **Left, Down, Right, Up, Left, Down, Right**. When you hear the whistle, you'll have a midget ref.



Pause the game and enter the codes to resize the ref

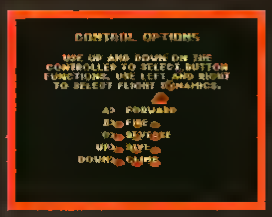


Right, Down, Left, Up, Right, Down makes him huge.

or Left, Down, Right, Up, Left, Down, Right makes him Billy Barty-sized

Unlimited Special Weapons!

Here's a great cheat that won't spoil the game for you, but it will make things quite a bit easier. First, press **OPTION** at the title screen. When the option menu comes up, press and hold buttons **1, 3, 5, 7, 8** and **9**—you should hear a weird laser-like tone. Once you've done this, start the game and find some weapon power-ups. With this cheat in place, your special weapons will never get used up!



Hold 1+3+5+7+8+9 and you'll hear a tone

You'll still need to find the special weapons, but once you have them you'll never run out!

Super Cheats!

Like the SNES version, the Sega CD version of *FIFA International Soccer* gives you secret cheat codes on the screen when you win a tournament with certain teams. Each of these codes work at the Game Options menu at the start of the game (not the Game Setup screen or the option menu that comes up when you pause the game). When you complete each code, the cheat will appear as menu items on the Game Options screen.

Enter the codes as shown to get these new options!

- ***Invisible Walls:*** Press **C** three times, **B, A** three times, **B**. Now the ball bounces back onto the field if kicked over a line.
- ***Curve Ball:*** Press **B, A, C, B, C** twice. Any ball you kick into the air can be curved to an insane degree with the control pad.
- ***Crazy Ball:*** Press **C, A, B, C** twice, **B, A, C**. The ball's physics are changed so that it bounces in some extremely bizarre ways.
- ***Dream Team:*** Press **A** twice, **B** twice, **C** twice, **A** twice. Your team is transformed into an unbeatable menace by turning up all of the player's attributes.
- ***Super Power:*** Press **B, A, B** eight times. Your players gain 25% more kicking power on kicks, passes and shots.
- ***Super Goalie:*** Press **A** five times, **B** five times. Your goalie now becomes godlike in speed and ability.
- ***Super Offense:*** press **A** five times, **B, C**. Your team's offensive skills are improved measurably.
- ***Super Defense:*** Press **B** five times, **C, B**. Your team's defensive skills are magically increased.

Got Panic?

Data East product information and support is available 24 hours per day on the CompuServe Information Service in the VIDEO GAME PUBLISHERS FORUM (type GO DATA-EAST).
Data East USA, Inc. 1850 Little Orchard Street San Jose CA 95125
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Panic! © 1994 Sega Enterprises, Ltd.

CIRCLE #111 ON READER SERVICE CARD.

JAGUAR

Music Test

To sample the music tracks from this shoot-'em-up fiesta, simply press the # key on the control pad while the sphere is rotating before the title screen. Now you can listen to all of the *Wolf 3-D* tunes at your leisure. Make a cassette copy for your car and drive with your AK out of the window!

Just press the # key.

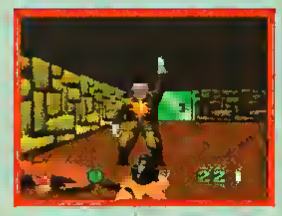
Bingo—a music menu!

Stage Select!

If you're getting thrashed by Der Fuhrer's guards and can't get past the first level, you're just about to score big with this new cheat. To access a level select, put the star next to "New Game" at the main menu screen and hold the **1, 3, 7** and **9** buttons on the control pad. The level select menu should appear. Now you can choose any of the game's 30 levels, including the two bonus stages in Missions Three and Six.

Hold 1+3+7+9 at this screen

Pick your starting stage



Check out the hidden bonus levels!

GAME BOY

Cheat Passwords!

Remember this finger-blistering cartridge, Interplay's first-ever Game Boy title? It's time to dig it out of your sock drawer, 'cause we've got some new cheat passwords for you. Choose "NEW GAME" at the main menu and enter your name as follows:

- Enter the name **SNAKE** to compete against Irwin B. Cheetin, the "most creative player in history."
- Enter **REGRUB** and you'll face off against Jack Strop, the "most endorsed man in the world."
- Try the name **APPLEII**—you'll find that some of the signs in the background have been changed to Apple II logos. (Interplay's "Burger" Bill Heineman developed *Track Meet* on an Apple II computer.)

Codes

For use with Datel's Pro Action Replay Game Busting Cartridges

STREETS OF RAGE 3

(Sega for the Genesis)

FFDF6-C0032—Unlimited energy for Player 1
FFDF8-B0005—Infinite lives for Player 1
FFE06-C0032—Unlimited energy for Player 2
FFE08-B0005—Infinite lives for Player 2

ART OF FIGHTING

(Takara for the Super NES)

7F93-07FF—Unlimited energy for Player 1
7F93-0BFF—Unlimited super attack for Player 1
7F94-4100—Unlimited energy for Player 2
7F94-45FF—Unlimited super attack for Player 2

WIZ 'N' LIZ

(Psygnosis for the Genesis)

FF070-70003—Infinite lives for Player 1
FF08A-F0003—Infinite lives for Player 2

PIRATES OF DARK WATER

(Sunsoft for the Super NES)

7E12-EA50—Unlimited time
7E12-E206—Infinite lives for Player 1
7E07-2158—Unlimited energy for Player 1
7E07-6158—Unlimited energy for Player 2
7E12-E406—Infinite lives for Player 2

CASTLEVANIA BLOODLINES

(Konami for the Genesis)

FFFB2-F0006—Infinite lives
FFFB0-E0063—Unlimited special weapons

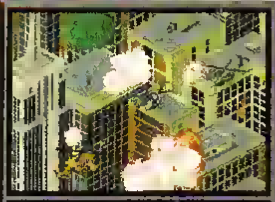
NOT IN MY BACKYARD!

ELECTRONIC ARTS

URBAN STRIKE

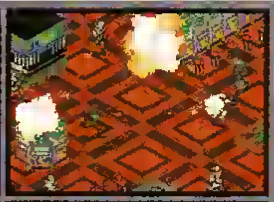
THE SEQUEL TO JUNGLE STRIKE

THIS TIME YOU HAVE HOME FIELD ADVANTAGE



New York has more terrorists than rats. New transport chopper and ground assault vehicle aid in massive exterminations

Added firepower of next generation attack chopper guarantees invading terrorists will leave more than their hearts in San Francisco



First ever fight on foot capabilities with grenade launchers show the enemy they're gambling with their lives. Viva Las Vegas!

More levels than before including occupied Baja oil rigs. Good thing you've got enough vicious weapons to make the North Koreans jealous.

Urban Strike is a trademark of Electronic Arts. Sega and Genesis are trademarks of Sega Enterprises, Ltd. Visit your local retailer or call 1-800-245-7327 for more information from Electronic Arts.

For Play on the Sega™ Genesis™ System.

ELECTRONIC ARTS®

CIRCLE #112 ON READER SERVICE CARD.

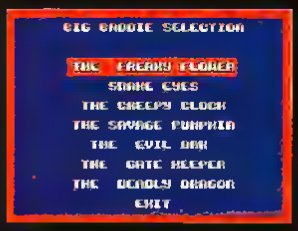
Boss Battle Menu and More!

To fight against any of the screen-filling monster bosses in *Wiz 'n' Liz*, enter the password **TCDT GBBS**. You'll access the secret "Big Baddie" menu! Other interesting passwords include:

BBBB BBBB
TTTT TTTT
CBSK LGQD
MQHS PKDN

Finally, the password **MGTP GLLS** will take you to the last round of the final level; don't forget to choose a difficulty setting before entering this code.

Enter the password **TCDT GBBS**.



You've found the hidden "Big Baddie" selection menu!

Pick a boss and fire your magical beam.

Open Shop/ Star Bonus

To start the game with the shop open and 100 stars to spend, simply hold the **START** button and press **C** while entering the last letter of any valid password.

Hold **START** and press **C** to enter the last letter of your password.

You'll start the game with 100 stars and an open shop!

Shop Discounts

When entering the shop to buy fruits or vegetables, hold **START** and press **C** while the word "BUY" is highlighted. You'll find that the cost of all items has been cut in half.

Hold **START** and press **C**.

Now the food items are cheaper

Bonus Round Cheat

When you've completed the first round of any land with more than one round in it, wait for the words "PUSH START BUTTON!" and "YEAH!" to flash on the screen. Hold the **A** and **C** buttons and press **START** to begin the second round, and all of the "BONUS" letters will light up, allowing you to enter the bonus round after you've completed that land. Note: This trick doesn't work on every level.

Complete the first round

Then hold **A** and **C** and press **START**

You'll be awarded all of the "Bonus" letters

and access the elusive bonus stage!

Time Ball Release

Ordinarily, the 30-second bonus "time ball" does not appear until there's just ten seconds left in a round. You can make it happen sooner by holding **Up** and pressing **A** during the game. Obviously, you can only use this once per round. Don't use it too often, either, because it gets harder to find each time!

Look **Up** and press **A**.

Find the rabbit with the time ball and get a 30-second bonus!

I'M PREPARED
C2
JUDGMENT CLAY
COMING FALL 1994 FOR THE
SUPER NINTENDO ENTERTAINMENT SYSTEM.
Interplay
Or don't play at all.
THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM
LICENSED BY
Nintendo
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CIRCLE #113 ON READER SERVICE CARD.

ACTION

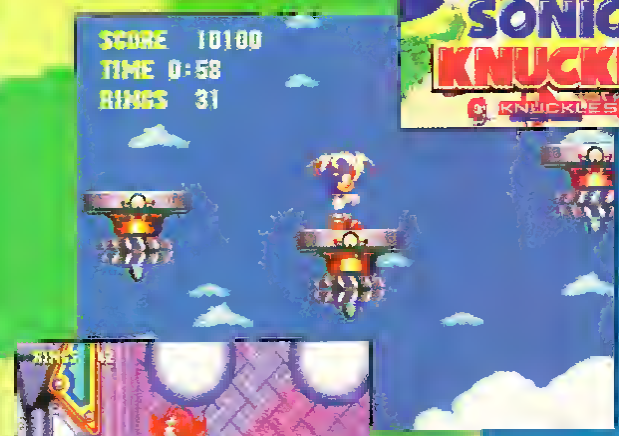
Sonic & Knuckles
SYSTEM
Genesis
PLAYERS
1 (or 2... hint, hint!)
SIZE
18 Meg
PUBLISHER
Sega
DEVELOPER
Sega

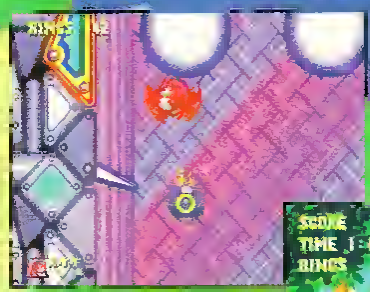
That's right Sonic is back in yet another chapter of the Sonic saga This time you can play as Knuckles, the guy that bugged you all through *Sonic 3* Hey, he's got a right to his emeralds, doesn't he?

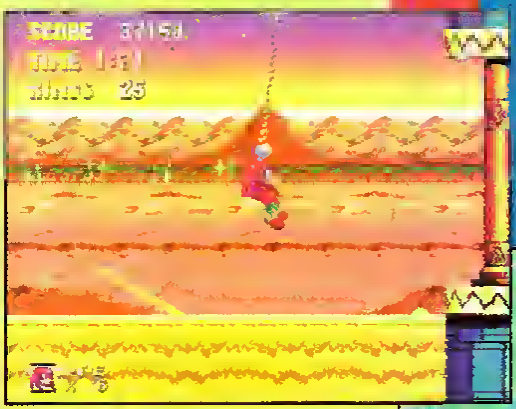
The basic game looks to be a typically solid and entertaining Sonic adventure, with seven all-new zones and plenty of hidden stuff Play as Knuckles, though, and it's a whole new ball game While the Knuckles adventure is shorter than Sonic's, the play is entirely different for two reasons First, Knuckles has different skills than Sonic He can glide through the air scale walls and punch through certain walls that Sonic's spin-dash can't even crack These abilities allow him to get to certain areas of each stage which Sonic just can't reach Secondly, the enemies respond differently to Knuckles, the boss characters are noticeably tougher to defeat

The globetrotting special stage of *Sonic 3* is back, and there are two all-new bonus stages, which can be reached by touching the star post checkpoints with different numbers of rings One is a rotating slot machine stage that plays like the dizzying bonus round of the original Sonic game, and the other has Sonic whizzing around glowing globes as he tries to climb out of a deep well

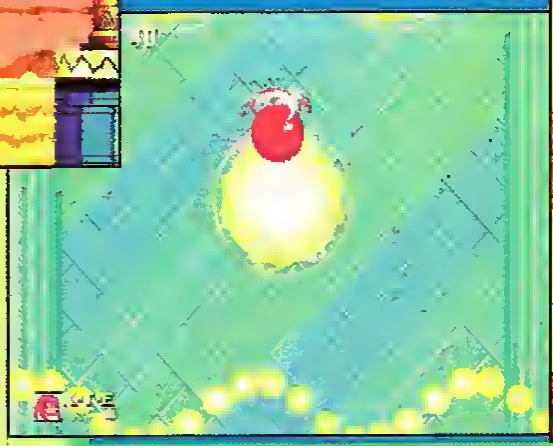
Finally, *Sonic & Knuckles* is said to be "backwards compatible" with other Genesis cartridges Sega's not telling us exactly what that means, the only thing we know is that if you own a copy of *Sonic 3*, you'll be able to plug both cartridges into your Genesis at the same time and do some interesting things, including playing as Knuckles in *Sonic 3* or playing as Sonic's pal Tails in *Sonic & Knuckles*. (Tails is nowhere to be seen in the standard, unmodified *Sonic & Knuckles* game) *Sonic 2* cartridges are also compatible with *Sonic & Knuckles*, and it's rumored that the game can also be used with other, non-Sonic game cartridges Sounds cool



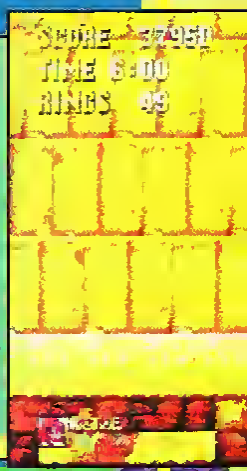




Knuckles can swing through the air.



That wormy thing at the bottom of the screen is what you've got to watch out for.



PREVIEWS

Robotnik's aero zeppelin is bad news.

Look, his sneakers are green, yellow and red.

Knuckles can climb walls—Sonic can't.

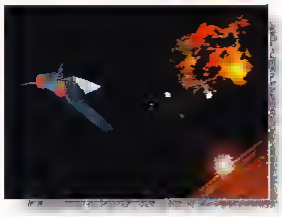
Knuckles attacks the stone monster.

Here's Knuckles, kicking butt in the Sandopolis Zone.

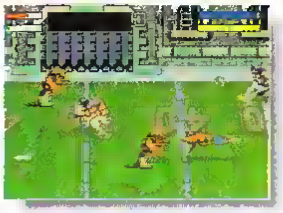
TEMPEST 2000™
Atari

THEME PARK™
Ocean

BATTLEWHEELS™
Beyond Games



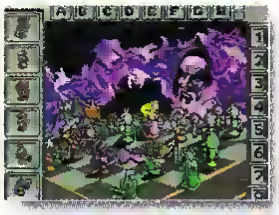
BIOS FEAR™
ASG Technologies



BRUTAL SPORTS FOOTBALL™
Telegames

HARD BALL III™
Accolade

TROY AIKMAN FOOTBALL™
Williams Entertainment

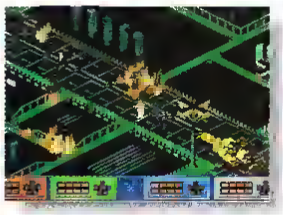


ULTIMATE BRAIN GAMES™
Telegames

CLUB DRIVE™
Atari

BARKLEY BASKETBALL:
SHUT UP AND JAM!™
Accolade

LET GAMES



SYNDICATE™
Ocean

WOLFENSTEIN 3D™
Id Software

This is just the beginning for the Atari Jaguar 64-bit system. There are a ton of new games on the way for '94 designed to harness Jaguar's insane power. A power that's rapidly making other video game systems history.

Experience sports games so intense you'll feel the turf burn, combat games that'll drain pints of your blood, and dizzying virtual reality games like Doom and Alien vs Predator. Can you stomach a few thousand body blows? You'd better because in Ultra

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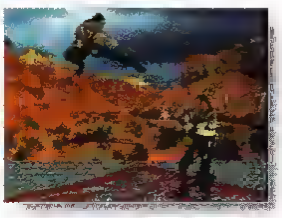
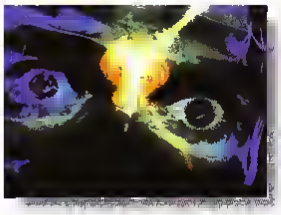
RISE OF THE ROBOTS™
Time Warner Interactive

ROBINSON'S REQUIEM™
Silmarils

PINBALL FANTASIES™
21st Century

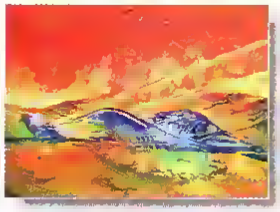


ULTRA VORTEX™
Beyond Games

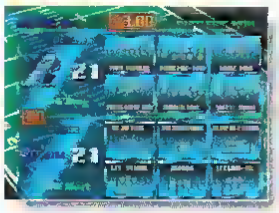


FLASHBACK™
US Gold

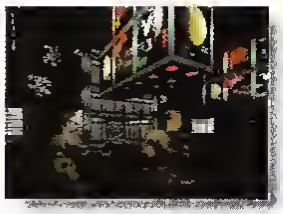
HOSENOSE AND BOOGER™
ASG Technologies



AIR CAR WARS™
Midnight Software



ARENA FOOTBALL™
V-Real



DOOM™
Id Software

BRET HULL HOCKEY™
Accolade

BATTLEZONE 2000™
Atari

DRAGON'S LAIR™
Readysoft

THE BEGIN.

DOUBLE DRAGON V:
THE SHADOW FALLS™
Williams Entertainment

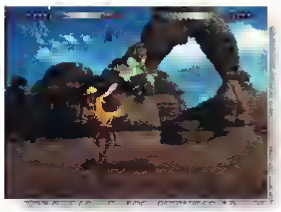
ASSAULT™
Midnight Software

DUNGEON DEPTHS™
Midnight Software

Vortex, Kasumi Ninja and Double Dragon V, we've taken brawling to the 64th level.

What makes Jaguar games so awesome? The raw power of 64-bit technology that adds CD-quality stereo sound, 16 million colors, and incredible 3D animation. No wonder it was voted the best hardware system in Europe and America. And it's the only system made in America.

This is just a preview of what's to come. The Atari Jaguar. 64 bits. Do the Math.



KASUMI NINJA™
Atari

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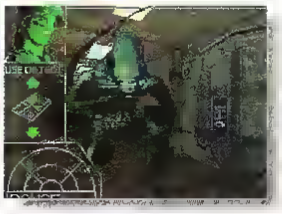

ALIEN VS. PREDATOR™
Atari

JAGUAR™ 64-BIT
DO+THE MATH
INTERACTIVE MULTIMEDIA SYSTEM

CIRCLE #114 ON READER SERVICE CARD.

DUELIN' FIREMEN!

Duelin' Firemen
SYSTEM 3DO
PLAYERS 1 or 2
SIZE CD
AVAILABLE 1995
PUBLISHER RUNANDGUN!, Inc.
DEVELOPER RUNANDGUN!, Inc.

It's warped, it's wild, it's maybe a little bit perverted and it's coming for your 3DO next year. It's probably the strangest game ever to be conceived by a human mind, and it's called *Duelin' Firemen!*

Duelin' Firemen! is the brainchild of Chicago-based filmmaker Grady Sain and his partner in crime, Tony Grossman. Together—along with a host of like-minded Windy City lunatics—they formed RUNANDGUN!, Inc., perhaps the most punk-rock software development company in existence. The company's first game is a truly strange interactive movie/hoedown for the 3DO featuring Rudy Ray Moore (best known as the star of the '70s *Dolemite* film series), '60s guru Timothy Leary, Mark Mothersbaugh (composer and founder of the band Devo), Steve Albini (late of the seminal punk band Big Black), John Los, the lovely Nancye Ferguson, Rev. Ivan Stang of the Church of the Subgenius and David Yow, frontman of Chicago noise terrorists Jesus Lizard. A cast conceived in the pits of hell!

What kind of game is *Duelin' Firemen!*? We asked Grady to explain. "It takes place in the great Chicago fire of 1995, which has been touched off by the Space Shuttle and U.S. Air Force One colliding into the Sears Tower because of a series of mysterious events that come into play later in the game. The entire city is ignited over a twenty-minute period, and it continues to burn throughout the night. At this point you choose your character, you can be either John Los (who plays Chief Cap'm) or Rudy Ray Moore, who is Chief Cripsy. It can be a two-player game.

"Depending on which one you choose, you and your firemen cruise around the city from safehouse to safehouse—places in the city that aren't burning for whatever reason. The safehouses are surrounded by burning buildings, and people are trapped inside, they can't get out, they can't go anywhere. You can't save people because the entire fire brigade—all of the city's fire and police forces—have evacuated, they left. It's just too huge. So your job as a duelin' fireman is to go from safehouse to safehouse and entertain the people that are trapped in there."

Don't you have to put out fires, too? "No," Grady explains, "the entire city is on fire and there's nothing that can be done. The people in the safehouses could die or they could not, you're not really concerned with that. You're a duelin' fireman, you're a lunatic, everyone's insane. The people who are gathered in these places aren't huddled around, crying and scared; they're partying. It's Armageddon and everyone is getting blasted and freaking out."

The rest of the action/mystery plot involves choreographing your smoke jumpers in psycho-billy bluegrass numbers to entertain the masses, leading up to a fiery climax at the Chicago Board of Trade, where representatives of Japan's biggest record label are prepared to sign the band that scores the most points with the crowd. Grady expects the final game to consist of "about sixty percent interactive video and about forty percent standard video game sequences," but this sketchy information is probably the closest description we can offer of what's sure to be one of the strangest, most surreal gaming experiences in the history of the universe.

J O I N I N G F O R C E S

SEGA™
PRESENTS

SONIC & KNUCKLES™

PLAYING WORLDWIDE OCTOBER 18, 1994 ON SEGA™ GENESIS™

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CIRCLE #115 ON READER SERVICE CARD.

IN THE WORKS

OCTOBER 1994

Mega Man: The Wily Wars
(Capcom for the Genesis)
A compilation title which includes *Mega Man*, *Mega Man 2* and *Mega Man 3* on the same cartridge

Demon's Crest
(Capcom for the Super NES)
A one-player platform game, originally titled *Super Gargoyle's Quest*.

Captain Commando
(Capcom for the Super NES)
Cooperative fighting game coin-op conversion starring Mack the Knife, Captain Commando, Baby Man and Ginsu

The Great Circus Mystery Starring Mickey and Minnie
(Capcom for the Super NES)
See review in this issue of *VideoGames*

Lethal Enforcers II: Gunfighters
(Konami for the Sega CD, Genesis and Super NES)
Direct conversion of the arcade shooting-gallery sequel. Five western stages

Batman: The Animated Series
(Konami for the Super NES)
The hit TV series in 16 megabits with eight stages of Batman against The Joker, The Penguin and Cat Woman

Final Fantasy 3
(Square Soft for the Super NES)
The next chapter in Square's popular RPG series

Dragon View
(Kemco for the Super NES)
An RPG action/adventure game

Stone Protectors
(Kemco for the Super NES)
A scrolling fighting game based on the TV cartoon/toy line

Top Gear 3000
(Kemco for the Super NES)
A futuristic racing game for one, two or four players

Rainbow Islands
(Taito for the Genesis)
A colorful *Bubble Bobble* sequel

Bubble Bobble
(Taito for the Game Gear)
Burp up bubbles and kill the enemies. A conversion of the popular arcade/NES hit.

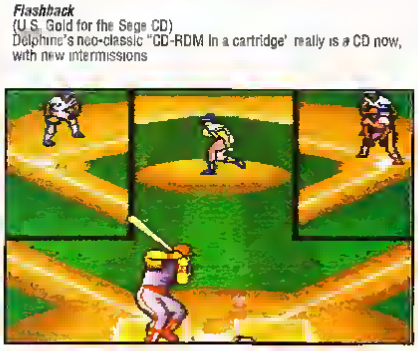
Operation Thunderbolt
(Taito for the Super NES)
A first-person shooting gallery sequel to *Operation Wolf*

World Heroes 2
(Takara for the Super NES)
24 megabits of fighting game based on the Neo•Geo title

Troy Aikman NFL Football
(Tradewest for the Genesis and Super NES)
Use plays from Aikman's real-life playbook

Al Unser Jr. Racing
(Software Toolworks for the Genesis and Super NES)
The title says it all: that is, that's all we know.

Flashback
(U.S. Gold for the Sega CD)
Delphine's neo-classic "CD-ROM in a cartridge" really is a CD now, with new intermissions



Super R.B.I. Baseball 4

Hurricanes
(U.S. Gold for the Genesis, Game Gear and Super NES)
A platform game starring the cartoon soccer team from the TV show

Shinobi's Revenge
(Vic Tokai for the Super NES)
A first-person ninja game that looks like a cross between *Shinobi* and *The Super Spy*

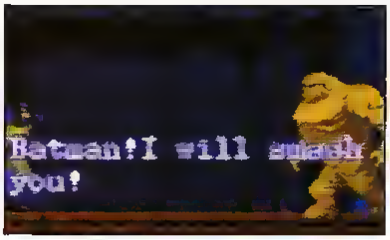
Snow White—Happily Ever After
(American Softworks for the Genesis and Super NES)
Even Snow White has her own platform game now

Cannondale Cup
(American Softworks for the Genesis and Super NES)
A mountain bike racing game. Choose your own bike and get ready to go

Popeye
(American Technos for the Genesis and Super NES)
A new platform game starring Popeye and Brutus; they're looking for Olive Oyl

Cartoon Combat
(American Technos for the Super NES)
Original cartoon characters have it out with each other

Math Blaster: Episode 1
(Davidson, Inc. for the Genesis and Super NES)
An action game that hones your math skills.



Batman: The Animated Series

Sid & Al's Incredible Toons
(Dynamix for the Sega CD)
Part of a series of games that started with *The Incredible Machine*. 150 puzzles, pulleys, levers, ropes and rockets

FIFA International Soccer '95
(Electronic Arts for the Genesis)
An updated version of the world's greatest soccer video game

NBA Live '95
(Electronic Arts for the Genesis)
Five-on-five with a new diagonal perspective. Alley-oops, collisions, passing on the run, intentional fouls and updated teams

Shaq Fu
(Electronic Arts for the Super NES)
A fighting game that stars Shaquille O'Neal doing a bunch of martial arts moves.

Edge 16
(AT&T for the Genesis)
It's a modem for your Genesis that lets you play two-player games through the phone lines

Boogerman
(Interplay for the Genesis)
Yes, he loves to pick his nose. Travel through level after snot-filled level. Watch out for those booger balls

Rock 'N' Roll Racing
(Interplay for the Genesis)
Now Genesis owners can race to their favorite rock 'n' roll tunes.

Wild Guns
(Natsume for the Super NES)
This one's a sci-fi Western-type shoot-'em-up

Space Pirates
(American Laser Games for the Sega CD)
ALG's latest full-motion video shooter takes place in outer space.

Flying Nightmares
(Domark for the Sega CD)
A flight simulator with polygon-based graphics in different perspectives

asciiPad SG6 Plus
(asci for the Super NES)
A new controller from the people who really know how to make controllers

Super R.B.I. Baseball 4
(Time Warner for the Super NES)
The R.B.I. series finally gets a Nintendo license, thanks to Tengen's new name.

Road Rash II
(Time Warner for the Game Gear)
Now you can get *Road Rash II* on the road for portable motorcycle action

The Lawnmower Man

The Lawnmower Man
(Time Warner for the Genesis)
Can the Sales Curve make the Genesis *Lawnmower Man* as good as the criminally underrated SNES cart?

Kawasaki SuperBike Challenge
(Time Warner for the Genesis)
16 megabits of motorcycle racing action for the Genesis.

Rise of the Robots
(Absolute for the Super NES)
A robotic fighting game with 3-D rendered graphics

Super Black Bass 2 with Hank Parker
(Hot-B for the Super NES)
A famous fisherman endorses the newest fishin' game from Hot-B

Zero the Kamikaze Squirrel
(Sunsoft for the Super NES)
Fresh from the *Aero the Acro Bat* series, Zero's got his own video game now

Acme Animation Factory
(Sunsoft for the Super NES)
Create your own backgrounds, music, etc. It's interactive

Porky Pig's Haunted Holiday
(Sunsoft for the Super NES)
Porky Pig is taking a vacation, but he's got to get through a haunted house.

NOVEMBER 1994

Rap Jam Volume I
(Mandingo Entertainment for the Super NES)
A basketball game starring Queen Latifah, Ice Cube, Salt-N-Pepa and even Snoop Doggy Dogg.

Rapid Deployment Force (formerly Super Battletank)
(Absolute for the Sega CD)
Action/strategy tank combat simulation for the Sega CD.

Rise of the Robots
(Absolute for the 3DO)
The alien robot fighting game comes to the 3DO, in Absolute's first 32-bit title

Home Improvement
(Absolute for the Genesis)
You're Tim Taylor and you've got to find your missing power tools

Star Trek: Generations (The Movie)
(Absolute for the Game Gear and Game Boy)
Based on the movie, which is based on the *Next Generation* TV show

Animaniacs
(Konami for the Genesis and Super NES)
Yakko, Wakko and Dot make their way through five movie studios and lots of obstacles.

Biker Mice From Mars
(Konami for the Super NES)
A motorcycle racing game starring Vinnie, Modo and Throttle from the TV cartoon/toy line

The Ignition Factor
(Jaleco for the Super NES)
A firefighting game codesigned by our pal Joe Sislow

Super Star Wars: Return of the Jedi
(LucasArts/JVC for the Super NES)
The Force will be with you if you complete the video-game trilogy

Indiana Jones: Greatest Adventures
(JVC Musical Industries for the Super NES)
The *Star Wars* trilogy got three cartridges, but the *Indiana Jones* trilogy has been squeezed onto a single cart

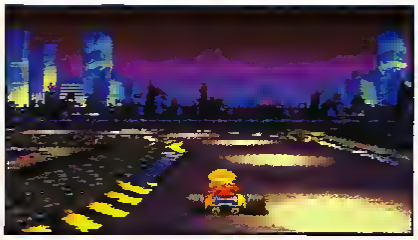
Ghoul Patrol
(JVC for the Super NES)
Early reports say it's similar to *Zombies Ate My Neighbors* but for younger gamers

Rise of the Robots
(JVC for the Genesis)
The alien-robot-fighting-game-with-graphics-to-die-for is coming out for the Genesis, too

Samurai Shodown
(JVC for the Sega CD)
One of the first Neo•Geo licenses to be released in CD format

Fatal Fury Special
(JVC for the Sega CD)
Another Neo•Geo license becomes a CD title courtesy of JVC

Each month, *VideoGames* Magazine will bring you this calendar of upcoming software releases for all game systems. You'll get the freshest, most up-to-date information as we recieve it from the people who make the games. This month's list is current as of September, 1994. Publishers: Contact Betty Hallock with any additions, deletions or corrections.


Street Racer

Dragon's Lair
(Taito for the Genesis)
It's *Dragon's Lair* over and over and over and over again.

Samurai Shodown
(Takara for the Genesis, Game Gear and Super NES)
More fighting and swordplay from the Neo•Geo arcade game.

Fatal Fury Special
(Takara for the Genesis and Game Gear)
Another Neo•Geo fighting game brought to your home.

Top Gear 2
(Vic Tokai for the Genesis)
The familiar SNES racing game for one or two players now has a Genesis sequel.

Flashback
(U.S. Gold for the 3DO)
The high-tech hardware could make this the best version of *Flashback* ever.

Ranma 1/2 Part II: Anything Goes Martial Arts
(Toho for the Super NES)
The cult-favorite Anime fighting game sequel comes to America.

Super Soccer Championship II
(Taito for the Super NES)
Get fired up for the new American soccer league with this footy cart.

Pitfall: The Mayan Adventure
(Activision for the Genesis and Super NES)
Pitfall Harry runs it on the 16-bit systems.

Radical Rex
(Activision for the Genesis)
This isn't *Jurassic Park*; Rex rides a skateboard and does flips.

Chavez II
(American Softworks for the Genesis and Super NES)
A boxing game starring Julio Cesar Chavez, the sequel to a rarely-seen rental-only cartridge.

TNN Bass Tournament
(American Softworks for the Super NES)
Go bass fishing and compete in the TNN Bass Tournament.

RoboTrek
(Enix for the Super NES)
An RPG featuring a boy who has to fight evil by using his inventing skills to create what he needs.

King Arthur and the Knights of Justice
(Enix for the Super NES)
Merlin goes into the future and gets a football team to help free King Arthur. Based on the Saturday morning cartoon.

FIFA International Soccer '95
(Electronic Arts for the 3DO)
Even if you're not from Brazil, you're gonna like this game's new perspective and gameplay.

Madden NFL '95
(Electronic Arts for the Genesis and Super NES)
A wider field view, new player art, 2-point conversions and longer kick-offs.

Shaq Fu
(Electronic Arts for the Genesis)
This Genesis version of Shaq's fighting game is due a month after the SNES cartridge.

Michael Jordan in Chaos in the Windy City
(Electronic Arts for the Super NES)
Michael Jordan has to save Chicago in this all-new platform game.

C2—Judgment Clay
(Interplay for the Super NES)
Bad Mr. Frosty and The Blob are back for this *Clay Fighter* sequel, plus six new characters.

Star Trek: Star Fleet Academy
(Interplay for the Super NES)
Five missions and 30 levels. Can you handle it?

Crime Patrol
(American Laser Games for the Sega CD)
Chase down drug dealers in this full-motion video shoot-'em-up.

Power Instinct
(Atlus for the Super NES and Genesis)
The arcade fighting game with the old lady who turns into a beautiful young one.

Street Racer
(Ubi Soft for the Super NES)
Like *Super Mario Kart*, but with *Street Fighter*-style characters.

Pac-Man 2
(Namco for the Super NES and Genesis)
You don't actually move Pac-Man in this side-scrolling "interactive cartoon"—you shoot things to affect his moves.

Formula 1 '94
(Domark for the Genesis, Game Gear and Sega CD)
An updated version of Domark's screamingly fast *Formula 1* game.

Payne Stewart Golf Pro
(Time Warner for the Genesis)
That sharp dresser Payne Stewart does it again in this 3-D golf game.

Commando Raid
(Time Warner for the Genesis)
Like a cross between *Jungle Strike*, *Alien Syndrome* and *Xevious*, with rotation and FMV effects never before seen on the Genesis.

Troy Aikman NFL Football
(Tradewest for the Jaguar)
Use plays from Aikman's real-life playbook.

Generations Lost
(Time Warner for the Genesis)
A new action/adventure game from the Genesis *X-Men* design team.

NCAA Football
(Software Toolworks for the Genesis and Super NES)
The only football game licensed by the NCAA. More teams and more plays.

Dragon Lore
(Software Toolworks for the 3DO)
First person action/adventure game set in medieval times.

Speedy Gonzales: Los Gatos Banditos
(Sunsoft for the Super NES)
Cartoon speed demon whoops it up with his bandit buddies.

Aero the Acro-Bat II
(Sunsoft for the Super NES)
High-flying Aero is back for another circus adventure.

Zero the Kamikaze Squirrel
(Sunsoft for the Genesis)
Aero the Acro-Bat's enemy has his own video game now.

DECEMBER 1994

TNN Bass Tournament
(American Softworks for the Genesis)
Cast your bait and reel in those lunkers.

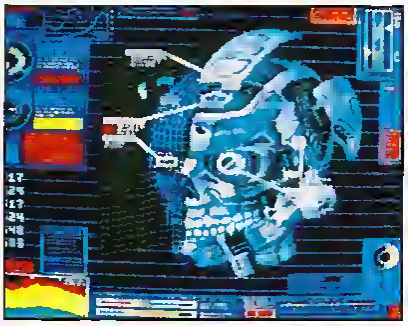
Lufia and the Fortress of Doom
(Taito for the Genesis)
The popular Super NES RPG comes to the Genesis.

Sonic Blastman II
(Taito for the Super NES)
More Sonic Blastman for SNES-owners. More enemies, more action.

Samurai Shodown
(Takara for the Game Boy)
If *Mortal Kombat II* can work on the Game Boy, why not this Neo•Geo hit?

The Blues Brothers
(Titus for the Game Boy)
Titus describes this platform jumper as a "jukebox adventure."

Prehistorik Man
(Titus for the Game Boy)
A *Joe & Mac*-style a platform game, complete with prehistoric backgrounds.


Snatcher

Looney Tunes (basketball game not yet titled)
(Sunsoft for the Super NES)
It's a basketball game starring your favorite Looney Tunes characters.

Scooby Doo
(Sunsoft for the Super NES)
This Scooby Doo adventure game plays like the PC game *Day of the Tentacle*.

The Death & Return of Superman
(Sunsoft for the Genesis)
The Man of Steel brings his never-ending battle for truth justice and the American way to the Genesis.

Tiny Toon Adventures: Wild N' Wacky Sports
(Konami for the Super NES)
The *Tiny Toons* characters play street basketball, soccer and other outdoor sports.

Tiny Toon Adventures: Wacky Sports
(Konami for the Game Boy)
Completely different from the aforementioned *Wild N' Wacky Sports*, but it does feature *Tiny Toons* characters.

Snatcher
(Konami for the Sega CD)
An RPG/adventure game set in cyber-punk, war-torn Neo-Kobe, Japan.

Soccer (tentative title)
(Konami for the Super NES)
Described by Konami as an "ultra realistic" soccer simulation with multi-player options.

Thunder in Paradise
(Software Toolworks for the Genesis and Super NES)
Based on the TV show starring Terry "Hulk" Hogan.

Packy and Marlon
(Raya Systems for the Super NES)
This edutainment title teaches players all about diabetes.

Bloodshot
(Domark for the Genesis and Sega CD)
This *Doom*-style action game features lots of lethal firepower, including the MTX225 Plasma Mortar Assault Cannon.

Rise of the Robots
(JVC for the Sega CD)
This robotic fighting game is coming out on a bunch of different systems.

Skeleton Krew
(Core Design for the Genesis)
An isometric-view action game featuring robotic 'mechs for one or two players.

Penn & Teller's Smoke & Mirrors
(Absolute for the Genesis and Sega CD)
It's the Penn & Teller magic game, they'll teach you how to do some magic tricks.

SPRING 1995

Return to Zork
(Activision for the Sega CD)

Lester the Unlikely 2
(DTMC for the Super NES)

Firestriker
(DTMC for the Super NES)

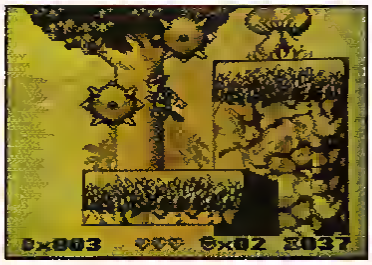
Merko and His Magic Soccer Ball
(Domark for the Super NES)

C2—Judgment Clay
(Interplay for the Genesis 32X)

Fatal Fury Special
(Takara for the Super NES)

Spectre VR
(Velocity for the Genesis 32X)

Stone Protectors
(Vic Tokai for the Genesis)


The Blues Brothers

WORKS

Sylvester and Tweety in Cagey Capers

"BAAD OL' PUTTY TAT!"

Sylvester is at it again! His favorite meal (Tweety) is so close he can taste it – but there's a slight catch. He has to get past Granny, Spike, Hippety Hopper the Kangaroo and more to get his paws on Tweety. It's amazing what this cat will do for a bite to eat.

- Use helpful Acme items like pogo sticks, binoculars, and superhero suits to avoid trouble.
- Full animation and cartoon like graphics and voices bring this hysterical "Toon" adventure to life!
- Multiple levels of difficulty adjust play for all ages and abilities!
- Use Sylvester's patented evasion maneuvers to hide from Tweety's protectors!
- Grab items found in the background to make difficult, but climbable stacks!

TIME WARNER INTERACTIVE

Time Warner Interactive, Inc.
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GENESIS

LOONEY TUNES

Rated by V.R.C. GA Appropriate for all audiences General Audiences

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THE UNHOLY, UNCENSORED VIDEOGAMES GUIDE TO

MORTAL KOMBAT II

You know the deal: Acclaim's conversions of *Mortal Kombat II* are here for the Super NES, Genesis, Game Boy and Game Gear, and *VideoGames* is here to give you the lowdown on the secrets of all four of 'em. The following are a few important things to keep in mind as you make use of these sacred scriptures:

• Certain of the finishing moves will not work unless you are standing a specific distance away from your dazed opponent when you press the necessary buttons. If you can't perform a particular finishing move—and you've satisfied all of the other requirements—then you may need to either move closer to your opponent or farther away. Look at our photos to get a rough idea of where you should be standing in order to get the desired move to appear; when all else fails, experiment with different distances.

• While some purists avoid pressing the **BLOCK** button unless it's absolutely necessary, beginners should try holding the **BLOCK** button down when executing tricky moves like Scorpion's "Toasty!" Fatality or several of Jax's finishing moves. Holding **BLOCK** will prevent your character from jumping or moving horizontally while you manipulate the directional pad, which makes certain moves easier to perform. Just be sure to release the **BLOCK** button when you press the final punch or kick button in the sequence.

Genesis

• To perform a Babality or Friendship move in the SNES and Genesis versions, you must not press **HIGH PUNCH** or **LOW PUNCH** during the round in which you expect to do the move. If you press a punch button during the winning round, your Babality or Friendship move will not work. If you're playing the Game Boy version, you must not use the **PUNCH** button during the round in which you want to do the Babality.

• The "Pit II/Kombat Tomb" fatalities will only work on those two stages. In the SNES and Genesis versions, do the move on "The Pit II" stage and you'll uppercut him or her right off the bridge; do the same move on the "Kombat Tomb" stage and you'll uppercut him or her into the spikes that point down from the ceiling. To make a character slide off the spikes and drop to the floor in the Kombat Tomb on the SNES and Genesis, press and hold **Down** on both controllers immediately after the fatal uppercut. The Kombat Tomb moves shown for the Game Gear and Game Boy do nothing on the Pit II stage in those versions.

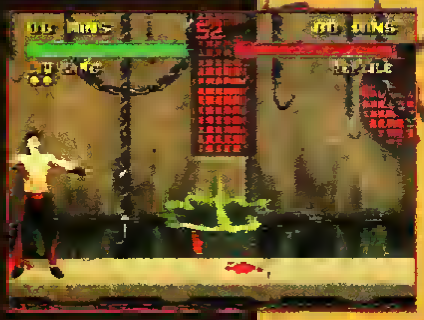
• To disable all throws during a two-player match on the SNES, hold both directional pads **Down** and hold the **HIGH PUNCH** button on both controllers during the matchup screen just prior to the fight.

Super NES

• To have the computer choose a character for you at random on all systems, hold the directional pad **Up** and press **START** while you're on the top row of the character-select menu. On the left controller the cursor has to be on Liu Kang and the right controller's cursor must be on Reptile for this to work.

Genesis

• To knock an opponent into the acid waters of the "Dead Pool" stage, stand right next to him or her when the words "Finish Him/Her" appear on the screen, hold the directional pad **Down**, hold **LOW PUNCH+LOW KICK** and press **HIGH PUNCH** to uppercut your opponent off the bridge. This move is the same for all twelve characters and can only be done on the SNES and Genesis versions of the game (Both the Game Gear and Game Boy are missing this stage).


Super NES

NOOB SAIBOT

If you play on the SNES until the "Battle" counter reaches 50, you'll get a

Super NES

special congratulatory message, then you'll be warped to Goro's Lair to do battle with Noob Saibot, an all-black shadow Ninja. On the Genesis, you only need 25 wins in a row and the fight takes place in a blue version of the Portal stage.

JADE

To fight Jade, you must reach the stage just prior to the question-mark stage in a one-player game. While fighting on this stage in the SNES and Genesis, you must win one round using only the **LOW KICK** button—pressing any other button during the round will disqualify you from reaching Jade in that round. If you fulfill these requirements, you will be transported through the portal to do battle with Jade in Goro's Lair. On the Game Gear and Game Boy you can only use the Kick button during both of your winning rounds. In the Game Gear version, you'll be transported to a special version of Goro's Lair.

Game Gear

SMOKE

Genesis

To fight the ninja Smoke on the SNES and Genesis, you must fight on The Portal stage in either a one- or two-player game. During the battle, watch for *MKII* sound designer Dan Forden to appear in the lower-right corner of the screen; he's the guy who pops up and sings "Toasty!" at certain times, usually after a player has connected with a particularly vicious uppercut. While Forden is on the screen, hold the joypad **Down** and press the **START** button; if your timing is right, you'll be sent through the portal to face Smoke in Goro's Lair (on the SNES) or the Blue Portal (on the Genesis).

On the Game Gear and Game Boy, this trick works on the Kombat Tomb stage.

JAX

Major Jackson Briggs enters the tournament for the first time this year in order to save a fallen comrade. As leader of Sonya's Elite Special Forces team, he hears her distress call and enters the Outworld, where he thinks she may still be alive. Jax is a good close-combat warrior. Both the Gotcha Grab and Multi-Slam do a lot of damage, but you have to be in close to execute them. The best move in his arsenal is also the most subtle: The in-close Hammer Punch. It temporarily stuns your opponent, allowing for a big-damage follow-up move.

SUPER NES

EARTHQUAKE
Hold **LOW KICK** for three seconds, then release

GOTCHA GRAB
Forward, Forward, **LOW PUNCH**

MULTI-SLAM
Press **HIGH PUNCH** repeatedly while throwing your opponent

ENERGY WAVE
Rotate pad Forward/Down/Back, **HIGH KICK**

BACK BREAKER
Press **BLOCK** while close to opponent in mid-air

GENESIS

EARTHQUAKE
Hold **LOW KICK** for three seconds, then release

GOTCHA GRAB
Forward, Forward, **LOW PUNCH**

MULTI-SLAM
Press **HIGH PUNCH** repeatedly while throwing your opponent

ENERGY WAVE
Rotate pad Forward/Down/Back, **HIGH KICK**

BACK BREAKER
Press **BLOCK** while close to opponent in mid-air

GAME GEAR

EARTHQUAKE
Hold **PUNCH** for three seconds, then release

GOTCHA GRAB
Forward, Forward, **PUNCH**

MULTI-SLAM
Press **PUNCH** repeatedly while throwing your opponent

ENERGY WAVE
Rotate pad Forward/Down/Back, **KICK**

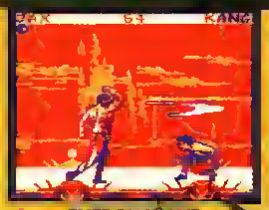
BACK BREAKER
Press **BLOCK** while close to opponent in mid-air

GAME BOY

EARTHQUAKE
Hold **PUNCH** for three seconds, then release

GOTCHA GRAB
Forward, Forward, **PUNCH**

MULTI-SLAM
Press **PUNCH** repeatedly while throwing your opponent



ENERGY WAVE
Rotate pad Forward/Down/Back, **KICK**

BACK BREAKER
Press **BLOCK** while close to opponent in mid-air

MORTAL KOMBAT II

BABALITY
Down, Up, Down, Up, **LOW KICK**

PIT II/KOMBAT TOMB FATALITY
Up, Up, Down, **LOW KICK**

FRIENDSHIP
Down, Down, Up, Up, **LOW KICK**

HEAD POP FATALITY
Hold **LOW PUNCH**, press Forward, Forward, Forward and release

ARM RIP FATALITY
BLOCK, BLOCK, BLOCK, BLOCK, LOW PUNCH

BABALITY
Down, Up, Down, Up, **LOW KICK**

PIT II/KOMBAT TOMB FATALITY
Up, Up, Down, **LOW KICK**

FRIENDSHIP
Down, Down, Up, Up, **LOW KICK**

HEAD POP FATALITY
Hold **LOW PUNCH**, press Forward, Forward, Forward and release

ARM RIP FATALITY
BLOCK, BLOCK, BLOCK, BLOCK, LOW PUNCH

KOMBAT TOMB FATALITY
Forward, Back, Forward, **PUNCH**

THROW EXPLODE FATALITY
Forward, Forward, **PUNCH** (press **PUNCH** repeatedly until opponent explodes)

BABALITY
Down, Up, Down, Up, **KICK**

KOMBAT TOMB FATALITY
Up, Up, Down, **KICK**

HEAD POP FATALITY
Hold **PUNCH**, press Forward, Forward, Forward and release

KITANA

Kitana is Shao Khan's personal assassin; though some suspect that she has been disloyal to the laws of Chaos and the tribe of Shao Khan. In order to find out if she is worthy, Khan has asked her twin sister Mileena to watch her every move. Use Kitana's speed to her advantage, especially when playing against the boss characters Kintaro and Shao Khan. Try the Fan Lift/Air Attack/Fan Throw for an easy Killer Kombo.

SUPER NES

ELBOW
HIGH PUNCH (in close)

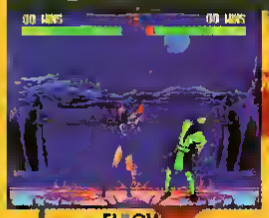
FAN SLICE
Hold Back, press **HIGH PUNCH**

FAN THROW
Forward, Forward, **HIGH PUNCH+LOW PUNCH**

FAN LIFT
Back, Back, Back, **HIGH PUNCH**

AIR ATTACK
Rotate pad Forward/Down/Back, **HIGH PUNCH**

GENESIS



ELBOW
HIGH PUNCH (in close)

FAN SLICE
Hold Back, press **HIGH PUNCH**

FAN THROW
Forward, Forward, **HIGH PUNCH+LOW PUNCH**

FAN LIFT
Back, Back, Back, **HIGH PUNCH**

AIR ATTACK
Rotate pad Forward/Down/Back, **HIGH PUNCH**

GAME GEAR

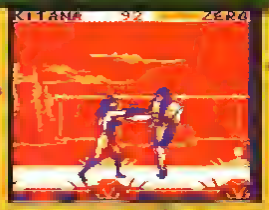
FAN SLICE
Hold Back, press **PUNCH**

FAN THROW
Forward, Forward, **PUNCH+KICK**

FAN LIFT
Back, Back, Back, **PUNCH**

AIR ATTACK
Forward, Back, **PUNCH**

GAME BOY



FAN SLICE
Hold Back, press **PUNCH**

FAN THROW
Forward, Forward, **PUNCH+KICK**

FAN LIFT
Back, Back, Back, **PUNCH**

AIR ATTACK
Rotate pad Forward/Down/Back, **PUNCH**

MORTAL KOMBAT II

BABALITY
Down, Down, Down, **LOW KICK**

PIT II/KOMBAT TOMB FATALITY
Forward, Down, Forward, **HIGH KICK**

FRIENDSHIP
Down, Down, Down, Up, **LOW KICK**

KISS OF DEATH FATALITY
Hold **LOW KICK**, press Forward, Forward, Down, Forward then release

FAN FATALITY
BLOCK, BLOCK, BLOCK, HIGH KICK

BABALITY
Down, Down, Down, **LOW KICK**

PIT II/KOMBAT TOMB FATALITY
Forward, Down, Forward, **HIGH KICK**

FRIENDSHIP
Down, Down, Down, Up, **LOW KICK**

KISS OF DEATH FATALITY
Hold **LOW KICK**, press Forward, Forward, Down, Forward then release

FAN FATALITY
BLOCK, BLOCK, BLOCK, HIGH KICK

KISS OF DEATH FATALITY
Hold **BLOCK**, press Forward, Forward, Forward **KICK**

BABALITY
Down, Down, Down, **KICK**

PIT II/KOMBAT TOMB FATALITY
Forward, Down, Forward, **KICK**

FAN FATALITY
BLOCK, BLOCK, BLOCK, KICK

BARAKA

Baraka was the leader of the band that attacked Liu Kang's Shaolin Temple, murdering Liu Kang's brothers. Impressed by Baraka's brutality, Shao Khan recruited him into his evil army. Use Baraka's Blade Fury to catch opponents who always try to jump-kick. The Blue Bolt is a good way to hold somebody at bay but it doesn't do much damage. The Blade Slice gives your close attacks an extra reach that is good against characters like Jax. Once you get used to Baraka's unique kicking and punching style, you'll find that he's good for deep attacks that are quite bloody. Remember that both of his finishing moves require a little distance from your stunned opponent.

SUPER NES

BACKHAND
HIGH PUNCH (in close)

DOUBLE KICK
HIGH KICK, HIGH KICK (in close)

BLUE BOLT
Rotate pad **Down/Back, HIGH PUNCH**

BLADE SLICE
Hold **Back**, press **HIGH PUNCH**

BLADE FURY
Back, Back, Back, LOW PUNCH

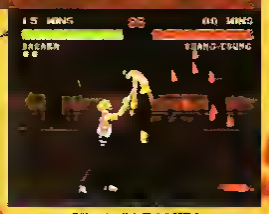
SUPER NES

BABALITY
Forward, Forward, Forward, HIGH KICK

PIT II/KOMBAT TOMB FATALITY
Forward, Forward, Down, HIGH KICK

FRIENDSHIP
Up, Forward, Forward, HIGH KICK

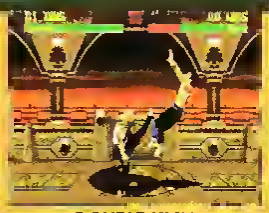
HEAD CHOP FATALITY
Back, Back, Back, HIGH PUNCH



STAB FATALITY
Back, Forward, Down, Forward, LOW PUNCH

GENESIS

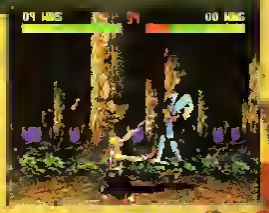
BACKHAND
HIGH PUNCH (in close)



DOUBLE KICK
HIGH KICK, HIGH KICK (in close)

BLUE BOLT
Rotate pad **Down/Back, HIGH PUNCH**

BLADE SLICE
Hold **Back**, press **HIGH PUNCH**



BLADE FURY
Back, Back, Back, LOW PUNCH

GENESIS

BABALITY
Forward, Forward, Forward, HIGH KICK

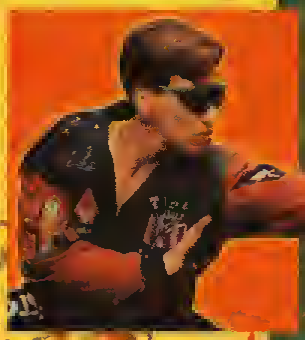
PIT II/KOMBAT TOMB FATALITY
Forward, Forward, Down, HIGH KICK

FRIENDSHIP
Up, Forward, Forward, HIGH KICK

HEAD CHOP FATALITY
Back, Back, Back, HIGH PUNCH

STAB FATALITY
Back, Forward, Down, Forward, LOW PUNCH

JOHNNY CAGE



Always on the lookout for a new movie, John Carlton (Cage's real name) returns to the tournament to find the sequel to his first *MK* movie. Though the Shadow Uppercut does extra damage, you have to be in close, leaving room open for your opponent to sneak in for major damage. Use the High Green Ball to pick off opponents that like to use the jump kick a lot. The Shadow Kick doesn't have much of a range so use it for emphasis on a combo, not as a starting point.

SUPER NES

GREEN BALL
Rotate pad
Back/Down/Forward, LOW PUNCH

HIGH GREEN BALL
Rotate pad
Forward/Down/Back, HIGH PUNCH

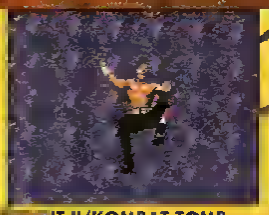
SHADOW UPPERCUT
Back, Down, Back, HIGH PUNCH

SHADOW KICK
Back, Forward, LOW KICK

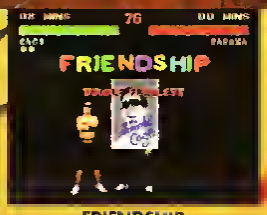
BALL BREAKER
Hold LOW PUNCH, press BLOCK

SUPER NES

BABALITY
Back, Back, Back, HIGH KICK



MT II/KOMBAT TOMB FATALITY
Down, Down, Down HIGH KICK



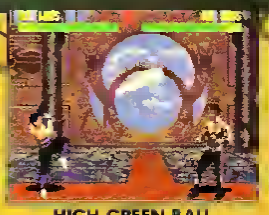
FRIENDSHIP
Down, Down, Down, HIGH KICK

TORSO FATALITY
Down, Down, Forward, Forward, LOW PUNCH

HEAD PUNCH FATALITY
Forward, Forward, Down, Up (hold Down+LOW PUNCH+BLOCK+LOW KICK during the first punch to knock off three heads.)

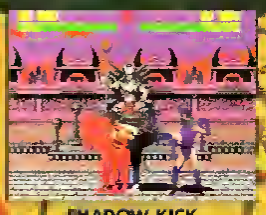
GENESIS

GREEN BALL
Rotate pad
Back/Down/Forward, LOW PUNCH



HIGH GREEN BALL
Rotate pad
Forward/Down/Back, HIGH PUNCH

SHADOW UPPERCUT
Back, Down, Back, HIGH PUNCH



SHADOW KICK
Back, Forward, LOW KICK

BALL BREAKER
LOW PUNCH + BLOCK

GENESIS

BABALITY
Back, Back, Back, HIGH KICK

MT II/KOMBAT TOMB FATALITY
Down, Down, Down HIGH KICK

FRIENDSHIP
Down, Down, Down, HIGH KICK

TORSO FATALITY
Down, Down, Forward, Forward, LOW PUNCH

HEAD PUNCH FATALITY
Forward, Forward, Down, Up (hold Down+LOW PUNCH+BLOCK+LOW KICK during the first punch to knock off three heads.)

LIU KANG

Returning home after the first Shaolin Tournament, Liu Kang finds his brothers have been mysteriously murdered and his home destroyed. He re-enters Shao Kahn's second tournament to avenge his brothers' deaths, assuming that the murderer must be a member of Shao Khan's evil tribe. The warrior of the White Lotus society has expanded his range of moves, including crouching and jumping fireballs. Keep charging the bicycle kick to surprise your opponents when they drop their guard. Take advantage of Liu Kang's special moves when attempting Babalities and Friendships; two of them involve only the kick buttons.

SUPER NES

FOREARM
HIGH PUNCH (in close)

FLYING KICK
Forward, Forward, **HIGH KICK**

BICYCLE KICK
Hold **LOW KICK** for three to five seconds, then release

FIREBALL
Forward, Forward, **HIGH PUNCH**

LOW FIREBALL
Forward, Forward, **LOW PUNCH**

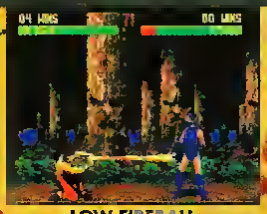
GENESIS

FOREARM
HIGH PUNCH (in close)

FLYING KICK
Forward, Forward, **HIGH KICK**

BICYCLE KICK
Hold **LOW KICK** for three to five seconds, then release

FIREBALL
Forward, Forward, **HIGH PUNCH**



LOW FIREBALL
Forward, Forward, **LOW PUNCH**

GAME GEAR

FLYING KICK
Forward, Forward, **KICK**

BICYCLE KICK
Hold **KICK** for three to five seconds, then release

FIREBALL
Forward, Forward, **PUNCH**

LOW FIREBALL
Down, Diagonal-Forward, **PUNCH**

GAME BOY

FLYING KICK
Forward, Forward, **KICK**

BICYCLE KICK
Hold **KICK** for three to five seconds, then release

FIREBALL
Forward, Forward, **PUNCH**

LOW FIREBALL
Down, Diagonal-Forward, **PUNCH**

MORTAL KOMBAT II

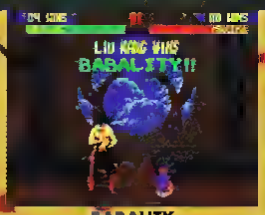
BABALITY
Down, Down, Forward, Back, **LOW KICK**

PIT II/KOMBAT TOMB FATALITY
Back, Forward, Forward, **LOW KICK**

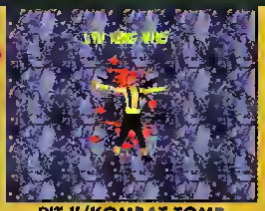
FRIENDSHIP
Forward, Back, Back, Back, **LOW KICK**

UPPERCUT FATALITY
Rotate pad 360° counter-clockwise

DRAGON FATALITY
Down, Forward, Back, Back, **HIGH KICK**



BABALITY
Down, Down, Forward, Back, **LOW KICK**



PIT II/KOMBAT TOMB FATALITY
Back, Forward, Forward, **LOW KICK**

FRIENDSHIP
Forward, Back, Back, Back, **LOW KICK**

UPPERCUT FATALITY
Rotate pad 360° counter-clockwise

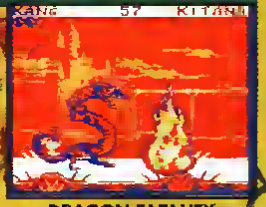
DRAGON FATALITY
Down, Forward, Back, Back, **HIGH KICK**

KOMBAT TOMB FATALITY
Forward, Back, Forward, **PUNCH**

DRAGON FATALITY
Down, Forward, Back, Back, **KICK**

BABALITY
Down, Down, Forward, Back, **KICK**

KOMBAT TOMB FATALITY
Back, Forward, Forward, **PUNCH**



DRAGON FATALITY
Down, Forward, Back, Back, **KICK**

MILEENA

Along with her sister Kitana, Mileena is one of Shao Khan's personal assassins. She is in the tournament in order to watch her sister who is suspected of dissension from the forces of chaos. Use the Ground Roll/Air Kick combo to surprise opponents from both ends, and keep the Sai charged for added flourish. You'll have to be a step away from your opponent to do the Stab Fatality, but the Inhale Fatality should be triggered while you are touching the enemy.

SUPER NES

ELBOW
HIGH PUNCH (in close)

GROUND ROLL
Back, Back, Down, **HIGH KICK**

TELEPORT KICK
Forward, Forward, **LOW KICK**

SAI THROW
Hold **HIGH PUNCH** for two to three seconds, then release

BABALITY
Down, Down, Down, **HIGH KICK**

GENESIS

ELBOW
HIGH PUNCH (in close)

GROUND ROLL
Back, Back, Down, **HIGH KICK**

TELEPORT KICK
Forward, Forward, **LOW KICK**

SAI THROW
Hold **HIGH PUNCH** for two to three seconds, then release

BABALITY
Down, Down, Down, **HIGH KICK**

GAME GEAR

GROUND ROLL
Back, Back, Down, **KICK**

TELEPORT KICK
Forward, Forward, **KICK**

SAI THROW
Hold **PUNCH** for two to three seconds, then release

GAME BOY

GROUND ROLL
Back, Back, Down, **KICK**

TELEPORT KICK
Forward, Forward, **KICK**

SAI THROW
Hold **PUNCH** for two to three seconds, then release

BABALITY
Down, Down, Down, **KICK**

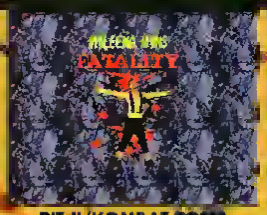
MORTAL KOMBAT II

PIT II/KOMBAT TOMB FATALITY
Forward, Down, Forward, **LOW KICK**

FRIENDSHIP
Down, Down, Down, Up, **HIGH KICK**

STAB FATALITY
Forward, Back, Forward, **LOW PUNCH**

INHALE FATALITY
Hold **HIGH KICK** for two to three seconds, then release



PIT II/KOMBAT TOMB FATALITY
Forward, Down, Forward, **LOW KICK**

FRIENDSHIP
Down, Down, Down, Up, **HIGH KICK**

STAB FATALITY
Forward, Back, Forward, **LOW PUNCH**

INHALE FATALITY
Hold **HIGH KICK** for two to three seconds, then release

INHALE FATALITY
Forward, Back, Forward, **KICK**

PIT II/KOMBAT TOMB FATALITY
Forward, Down, Forward, **KICK**

INHALE FATALITY
Hold **KICK** for two to three seconds, then release

REPTILE

Reptile acts as Shang Tsung's personal bodyguard, so you know he must be an awesome fighter. His human form hides a scaly body; he's thought to be the only remaining member of a race that has been extinct for over one million years. Reptile's Power Ball can be used to keep your opponents off-guard, but remember that it leaves you wide open to any kind of projectile attack. The acid spit is quick, but doesn't do much damage; use it to pick people out of the air. The Invisible Slice fatality is very hard to do, but just think of it as a two-part fatality like Sub-Zero's Deep Freeze.

SUPER NES

BACKHAND
HIGH PUNCH (in close)

SLIDE
Hold Back, press **LOW PUNCH+BLOCK+LOW KICK**

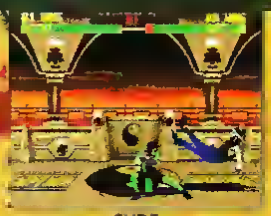
SPIT ACID
Forward, Forward, **HIGH PUNCH**

POWER BALL
Back, Back, **HIGH PUNCH+LOW PUNCH**

INVISIBILITY
Up, Up, Down, **HIGH PUNCH**

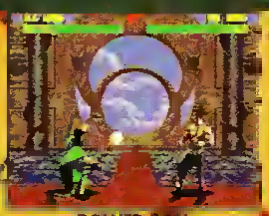
GENESIS

BACKHAND
HIGH PUNCH (in close)

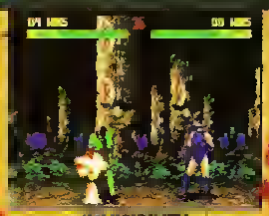


SLIDE
Hold Back, press **LOW PUNCH+BLOCK+LOW KICK**

SPIT ACID
Forward, Forward, **HIGH PUNCH**



POWER BALL
Back, Back, **HIGH PUNCH+LOW PUNCH**



INVISIBILITY
Up, Up, Down, **HIGH PUNCH**

GAME GEAR

SLIDE
Hold Back, press **PUNCH+KICK**

SPIT ACID
Forward, Forward, **PUNCH**

POWER BALL
Back, Back, **PUNCH+KICK**

INVISIBILITY
Up, Up, Down, **PUNCH**
Hold **BLOCK** to make this move easier.

GAME BOY

SLIDE
Hold Back, press **PUNCH+KICK**

SPIT ACID
Forward, Forward, **PUNCH**

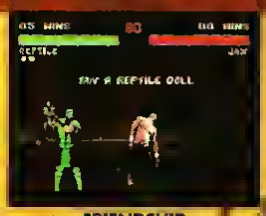
POWER BALL
Back, Back, **PUNCH+KICK**

INVISIBILITY
Up, Up, Down, **PUNCH**
Hold **BLOCK** to make this move easier.

MORTAL KOMBAT II

BABALITY
Down, Back, Back, **LOW KICK**

PIT II/KOMBAT TOMB FATALITY
Down, Forward, Forward, **BLOCK**



FRIENDSHIP
Back, Back, Down, **LOW KICK**

TONGUE FATALITY
Back, Back, Down, **LOW PUNCH**

INVISIBLE SLICE FATALITY
Forward, Forward, Down, **HIGH KICK** (This fatality can only be executed while Reptile is invisible.)

BABALITY
Down, Back, Back, **LOW KICK**

PIT II/KOMBAT TOMB FATALITY
Down, Forward, Forward, **BLOCK**

FRIENDSHIP
Back, Back, Down, **LOW KICK**

TONGUE FATALITY
Back, Back, Down, **LOW PUNCH**

INVISIBLE SLICE FATALITY
Forward, Forward, Down, **HIGH KICK** (This fatality can only be executed while Reptile is invisible.)

KOMBAT TOMB FATALITY
Forward, Back, Forward, **PUNCH**

TONGUE FATALITY
Back, Back, Down, **PUNCH**

BABALITY
Down, Back, Back, **KICK**

PIT II/KOMBAT TOMB FATALITY
Down, Forward, Forward, **BLOCK**

TONGUE FATALITY
Back, Back, Down, **PUNCH**

KUNG LAO

As a fellow member of the White Lotus Society, Kung Lao enters Shao Khan's tournament with Liu Kang. His motivation stems from a 500-year-old grudge against Goro, who killed off members of Kung Lao's family. Kung Lao's Whirlwind Spin works like an uppercut, bringing Toasty to the screen. One advantage to the Hat Throw is your ability to control the direction in case your opponent tries to duck or jump. Usually the Teleport doesn't bring you close enough to your opponent to allow a surprise uppercut, but back them into a corner and you'll be able to nail them with an uppercut right after you land from the warp.

SUPER NES

HEADBUTT
HIGH PUNCH (in close)

TELEPORT
Down, Up (quickly)

HAT THROW
Back, Forward, LOW PUNCH

AIR KICK
Jump, then hold **Down** and press **HIGH KICK** in midair

WHIRLWIND SPIN
Up, Up, LOW KICK

SUPER NES

BABALITY
Back, Back, Forward, Forward, HIGH KICK

PIT II/KOMBAT TOMB FATALITY
Forward, Forward, Forward, HIGH PUNCH

FRIENDSHIP
Back, Back, Back, Down, HIGH KICK

SLICE FATALITY
Forward, Forward, Forward, Forward, LOW KICK

HAT THROW FATALITY
Hold **LOW PUNCH**, press **Back, Back, Forward** (press UP just before the hat reaches your opponent to aim for his or her neck)

GENESIS

HEADBUTT
HIGH PUNCH (in close)

TELEPORT
Down, Up (quickly)

HAT THROW
Back, Forward, **LOW PUNCH**

AIR KICK
Jump, then hold Down and press **HIGH KICK** in mid-air

WHIRLWIND SPIN
Up, Up, **LOW KICK**

GENESIS

BABALITY
Back, Back, Forward, Forward, **HIGH KICK**

PIT II/KOMBAT TOMB FATALITY
Forward, Forward, Forward, **HIGH PUNCH**

FRIENDSHIP
Back, Back, Back, Down, **HIGH KICK**

SLICE FATALITY
Forward, Forward, Forward, Forward, **LOW KICK**

HAT THROW FATALITY
Hold **LOW PUNCH**, press Back, Back, Forward (aiming the hat is not necessary)

RAYDEN

The Thunder God returns to the tournament, warning the other contestants of Shao Khan's evil intentions. Why Rayden bothers with the tournament is cause for speculation, considering that he's a God and should have no problem with Shao Khan. Keep the Shock charging to surprise your opponents close in, especially when they try to throw you. Rayden's fatalities take practice, because you have to start charging them before the "Finish" appears on screen. This practice is worth it, because the exploding uppercut is one of the most spectacular fatalities in the game.

SUPER NES

MINI UPPERCUT
HIGH PUNCH (in close)

TELEPORT
Down, Up (quickly)

FLYING ATTACK
Back, Back, Forward

LIGHTNING
Rotate Control Pad **Down/Forward, LOW PUNCH**

ELECTROCUTION
Hold **HIGH PUNCH** for three to four seconds then release (in close)

SUPER NES

BABALITY
Down, Down, Up, HIGH KICK

PIT II/KOMBAT TOMB FATALITY
Up, Up, Up, HIGH PUNCH

FRIENDSHIP
Down, Back, Forward, HIGH KICK

SHOCK FATALITY
Hold **LOW KICK** for five seconds, then release; when Raiden starts to shock his opponent, press **BLOCK+LOW KICK** repeatedly

Uppercut Fatality
Hold **HIGH PUNCH** for ten seconds, then release (you'll need to start "charging" this move before the words "Finish Him/Her" appear on the screen)

GENESIS

MINI UPPERCUT
HIGH PUNCH (in close)

TELEPORT
Down, Up quickly

FLYING ATTACK
Back, Back, Forward

LIGHTNING
Rotate joystick Down/Forward, **LOW PUNCH**

ELECTROCUTION
Hold **HIGH PUNCH** for three to four seconds, then release (in close)

GENESIS

BABALITY
Down, Down, Up, HIGH KICK

PIT II/KOMBAT TOMB FATALITY
Up, Up, Up, HIGH PUNCH

FRIENDSHIP
Down, Back, Forward, HIGH KICK

SHOCK FATALITY
Hold **LOW KICK** for five seconds, then release; when Raiden starts to shock his opponent, press **BLOCK+LOW KICK** repeatedly to explode

UPPERCUT FATALITY
Hold **HIGH PUNCH** for ten seconds, then release (you'll need to start "charging" this move before the words "Finish Him/Her" appear on the screen)

SCORPION

Seeking revenge on Sub-Zero for dooming him to an eternity in hell, Scorpion returns to the tournament to try to kill him one last time. Scorpion's new Air Throw works well for opponents that jump around a lot. The Scissor Kick—while unique—is relatively useless. The Toasty fatality is good for beginners because it can be executed from any position on the screen. The Slice Fatality is also nice because of its extra bloody panache.

SUPER NES

SPEAR
Back, Back, **LOW PUNCH**

AIR THROW
Press **BLOCK** while close to opponent in mid-air

TELEPORT PUNCH
Rotate pad Down/Back, **HIGH PUNCH**

LEG GRAB
Rotate pad Forward/Down/Back, **LOW KICK**

BABALITY
Down, Back, Back, **HIGH KICK**

GENESIS

SPEAR
Back, Back, **LOW PUNCH**

AIR THROW
Press **BLOCK** while close to opponent in mid-air

TELEPORT PUNCH
Rotate pad Down/Back, **HIGH PUNCH**

LEG GRAB
Rotate pad Forward/Down/Back, **LOW KICK**

BABALITY
Down, Back, Back, **HIGH KICK**

GAME GEAR

SPEAR
Back, Back, **PUNCH**

AIR THROW
Press **BLOCK** while close to opponent in mid-air

TELEPORT PUNCH
Rotate pad Down/Back, **PUNCH**

LEG GRAB
Rotate pad Forward/Down/Back, **KICK**

GAME BOY

SPEAR
Back, Back, **PUNCH**

AIR THROW
Press **BLOCK** while close to opponent in mid-air

TELEPORT PUNCH
Rotate pad Down/Back, **PUNCH**

BABALITY
Down, Back, Back, **KICK**

MORTAL KOMBAT II

PIT II/KOMBAT TOMB FATALITY
Down, Forward, Forward, **BLOCK**

FRIENDSHIP
Back, Back, Down, **HIGH KICK**

FIRE FATALITY
Up, Up, **HIGH PUNCH**

TOASTY FATALITY
Down, Down, Up, Up, **HIGH PUNCH**

SLICE FATALITY
Hold **HIGH PUNCH**, press Down, Forward, Forward, Forward then release

PIT II/KOMBAT TOMB FATALITY
Down, Forward, Forward, **BLOCK**

FRIENDSHIP
Back, Back, Down, **HIGH KICK**

FIRE FATALITY
Up, Up, **HIGH PUNCH**

TOASTY FATALITY
Down, Down, Up, Up, **HIGH PUNCH**

SLICE FATALITY
Hold **HIGH PUNCH**, press Down, Forward, Forward, Forward then release

KOMBAT TOMB FATALITY
Forward, Back, Forward, **PUNCH**

FIRE FATALITY
Up, Up, **PUNCH**

PIT II/KOMBAT TOMB FATALITY
Down, Forward, Forward, **BLOCK**

FIRE FATALITY
Up, Up, **PUNCH**

SHANG TSUNG

After losing the first tournament to Liu Kang, Shang Tsung's life is spared by Shao Khan—but only after he promises to lure the contestants back for a second battle. Shao Khan restores Shang Tsung's youth so that he can fight once again. Shang Tsung is the expert player's favorite; with his morphing powers, he can do every move in the game. Along with his three awesome fatalities, his flaming skulls pack quite a punch. Use Shang Tsung if you really want to master *Mortal Kombat II*.

SUPER NES

ELBOW
HIGH PUNCH (in close)

FLAMING SKULLS
Back, Back, **HIGH PUNCH**

TWO FLAMING SKULLS
Back, Back, Forward, **HIGH PUNCH**

THREE FLAMING SKULLS
Back, Back, Forward, Forward, **HIGH PUNCH**

PIT II/KOMBAT TOMB
Down, Down, Up, Down

GENESIS

ELBOW
HIGH PUNCH (in close)

FLAMING SKULLS
Back, Back, **HIGH PUNCH**

TWO FLAMING SKULLS
Back, Back, Forward, **HIGH PUNCH**

THREE FLAMING SKULLS
Back, Back, Forward, Forward, **HIGH PUNCH**

PIT II/KOMBAT TOMB
Down, Down, Up, Down

GAME GEAR

FLAMING SKULLS
Back, Back, **PUNCH**

TWO FLAMING SKULLS
Back, Back, Forward, **PUNCH**

THREE FLAMING SKULLS
Back, Back, Forward, Forward, **PUNCH**

GAME BOY

FLAMING SKULLS
Back, Back, **PUNCH**

TWO FLAMING SKULLS
Back, Back, Forward, **PUNCH**

THREE FLAMING SKULLS
Back, Back, Forward, Forward, **PUNCH**

TO MORPH INTO OTHER CHARACTERS ON SUPER NES AND GENESIS:

Liu Kang—Back, Forward, Forward, BLOCK
Kung Lao—Back, Down, Back, HIGH KICK
Johnny Cage—Back, Back, Down, LOW PUNCH
Reptile—Up, Down+HIGH PUNCH
Sub-Zero—Forward, Down, Forward, HIGH PUNCH
Kitana—BLOCK, BLOCK, BLOCK
Jax—Down, Forward, Back, HIGH KICK
Mileena—Hold HIGH PUNCH for three seconds, then release
Baraka—Down, Down, LOW KICK
Scorpion—Up, Up
Raiden—Down, Back, Forward, LOW KICK

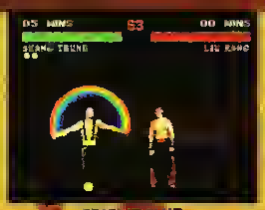
TO MORPH INTO OTHER CHARACTERS ON GAME BOY:

Liu Kang—Back, Forward, Forward, BLOCK
Reptile—Up, Down, Up, KICK
Sub-Zero—Forward, Down, Forward, KICK
Kitana—BLOCK, BLOCK, BLOCK
Jax—Down, Forward, Back, PUNCH
Mileena—Hold PUNCH for three seconds, then release
Scorpion—Up, Up

TO MORPH INTO OTHER CHARACTERS ON GAME GEAR:

Liu Kang—Hold KICK for 2 seconds, press LEFT and release KICK
Reptile—Hold KICK for 2 seconds, press UPPER LEFT and release KICK
Sub-Zero—Hold KICK for 2 seconds, press RIGHT and release KICK
Kitana—Hold KICK for 2 seconds, press DOWN and release KICK
Jax—Hold KICK for 2 seconds, press LOWER RIGHT and release KICK
Mileena—Hold KICK for 2 seconds, press UPPER RIGHT and release KICK

BABALITY
Back, Forward, Down, **HIGH KICK**



FRIENDSHIP
Back, Back, Down, Forward, **HIGH KICK**

INNER-EAR FATALITY
Hold **HIGH KICK** for two to three seconds, then release

LIFE FORCE FATALITY
Up, Down, Up, **LOW KICK**

KINTARO MORPH FATALITY
Hold **LOW PUNCH** for entire battle (at least 25 seconds), release button one step in front of your opponent

BABALITY
Back, Forward, Down, **HIGH KICK**

FRIENDSHIP
Back, Back, Down, Forward, **HIGH KICK**

INNER-EAR FATALITY
Hold **HIGH KICK** for two to three seconds, then release

LIFE FORCE FATALITY
Up, Down, Up, **LOW KICK**

KINTARO MORPH FATALITY
Hold **LOW PUNCH** for entire battle (at least 25 seconds), release button one step in front of your opponent

LIFE FORCE FATALITY
Hold **BLOCK**, press Up, Down, Up, **KICK**

BABALITY
Back, Forward, Down, **KICK**

LIFE FORCE FATALITY
Hold **BLOCK**, press U Down, [illegible]

SUB-ZERO

Thought dead, Sub-Zero returns to the tournament in order to assassinate Shang Tsung. Does he realize that Scorpion is after him? Sub-Zero's Ground Freeze is one of the best moves in the game. Just remember that if an opponent is moving away from you when you do the ground freeze, they'll fall backwards, making it harder to nail the uppercut. You can still freeze yourself if you do a double ice backfire (i.e. re-freeze a frozen opponent), but if you've done a ground freeze, all other freezes are disabled. To do the ice ball fatality you have to be as far away from your enemy as possible to get it to work.

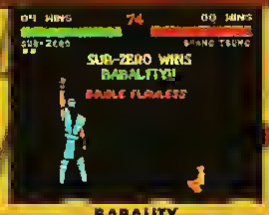
SUPER NES

BACKHAND
HIGH PUNCH (in close)

SLIDE
Hold Back, press **LOW PUNCH+BLOCK+LOW KICK**

FREEZE
Rotate pad Down/Forward, **LOW PUNCH**

GROUND FREEZE
Rotate pad Down/Back, **LOW KICK**



BABALITY
Down, Back, Back, **HIGH KICK**

GENESIS

BACKHAND
HIGH PUNCH (in close)

SLIDE
Hold Back, press **LOW PUNCH+BLOCK+LOW KICK**

FREEZE
Rotate pad Down/Forward, **LOW PUNCH**

GROUND FREEZE
Rotate pad Down/Back, **LOW KICK**

BABALITY
Down, Back, Back, **HIGH KICK**

GAME GEAR

SLIDE
Hold Back, press **PUNCH+ KICK**

FREEZE
Rotate pad Down/Forward **PUNCH**

GROUND FREEZE
Rotate pad Down/Back, **KICK**

GAME BOY

SLIDE
Hold Back, press **PUNCH+ KICK**

FREEZE
Rotate pad Down/Forward, **PUNCH**

GROUND FREEZE
Rotate pad Down/Back, **KICK**

BABALITY
Down, Back, Back, **KICK**

MORTAL KOMBAT II

PIT II/KOMBAT TOMB FATALITY
Down, Forward, Forward, **BLOCK**

FRIENDSHIP
Back, Back, Down, **HIGH KICK**

DEEP-FREEZE FATALITY
Forward, Forward, Down, **HIGH KICK** to freeze, then press Forward, Down, Forward, Forward, **HIGH PUNCH** (in close)

ICE BALL FATALITY
Hold **LOW PUNCH**, press Back, Back, Down, Forward

PIT II/KOMBAT TOMB FATALITY
Down, Forward, Forward, **BLOCK**

FRIENDSHIP
Back, Back, Down, **HIGH KICK**

DEEP-FREEZE FATALITY
Forward, Forward, Down, **HIGH KICK** to freeze, then press Forward, Down, Forward, Forward, **HIGH PUNCH** (in close)

ICE BALL FATALITY
Hold **LOW PUNCH**, press Back, Back, Down, Forward

KOMBAT TOMB FATALITY
Forward, Back, Forward, **PUNCH**

DEEP-FREEZE FATALITY
Forward, Forward, Down, **KICK** to freeze, then press Forward, Forward, Down, Forward, **PUNCH**

KOMBAT TOMB FATALITY
Down, Forward, Forward, **BLOCK**

DEEP-FREEZE FATALITY
Forward, Forward, Down, **KICK** to freeze, then press Forward, Down, Forward, Forward **PUNCH** (in close)

SNES

FIGHTING

MORTAL KOMBAT II

1-2 Players

24 Meg

Developer:

Sculptured Software

Without a doubt, *Mortal Kombat II* for the Super NES is the best game I've ever played for a home system—yes, it's even better than all of those Neo•Geo fighting games. It's also the only game that I have ever given a 10 rating to. It's not just a game, it's a piece of art. It looks, sounds and plays just like the arcade version, except you can actually pick it up without hurting your back. It is so good I can see people going crazy over it. There will be newspapers writing about it, politicians condemning it and college professors talking about it to their graduate students. Kids will be getting the *MKII* logo tattooed to every imaginable body part, up to and including including their foreheads.

If you thought Nintendo hardware was in a slump and that Sega rules all, you should go out and buy a SNES right now and get this game. You will forget all about 3DO, Saturn, PS-X, Jaguar and yes, even your Genesis. You will stay up all night trying to find all the moves. Once you've done that, you'll just try to beat Kintaro, probably the hardest fighting game opponent ever. He doesn't just beat you—he kicks your ass.

I cannot sing the praises of this game enough. If you were sitting with me in the room right now, I would force you to play with me. I even asked my mom to try it out. Everybody who sees this SNES version will say "Wow, that looks great," usually adding choice expletives for accuracy.

Everything from the arcade is in this game—with the possible exception of the *Pong* battle—with some added bonuses thrown in. Original arcade fatalities, babalities, friendship moves, secret characters...we looked for it all and it's all here. The hidden two-player/four-character endurance battle is the strongest gaming addiction I have ever felt. You actually feel tired after you've played through just one round, but you'll keep playing because it's so fun. This may sound scary to you, and you're absolutely right. That's the real reason you should buy this game.

—Nikos Constant

Check out the *Tips & Tricks* section this month to find out how to get to the four-character Endurance Battle mode.

GRAPHICS 10

Will make you cry with joy. The characters are a little smaller than in the arcade (in proportion to the screen size) but there's no way you will notice, or even care. Blood and real arcade fatalities on the Super NES! A milestone.

SOUND/MUSIC 10

Will make you sing with glee. The music and sound effects are deadly, with a ton of sampled character voice bits taken directly from the arcade, including the infamous "Toasty!" My only beef is that there's no "sound test" menu.

PLAYABILITY 10

Will make you feel like the Six Million Dollar Man. Instinctive, responsive, totally natural. The arcade combos work! Blows away the original SNES *Mortal Kombat*. Sculptured Software, take a bow—we didn't know you had it in you.

EASY MEDIUM DIFFICULT

EDITORS RATINGS

GORE	CHRIS
10	9
ERIC	**BETTY**
9	10

BANG FOR THE BUCK 10

THE LOWDOWN

I don't think there's a word in the English language for how great it feels to play this game. "Ecstasy" is not strong enough, and I'm not really sure if I can say "orgasmic" because we'll get letters and I might get fired. So I'll use a French word that means the same thing. *Mortal Kombat II* for the SNES has a gaming *jouissance* all its own. It's so good it's almost scary. People will probably freak out all across the country and you might not be able to buy milk.

GENESIS

FIGHTING

MORTAL KOMBAT II

Acclaim entertainment inc.

1-2 Players

24 Meg

Developer: Probe Software Ltd.

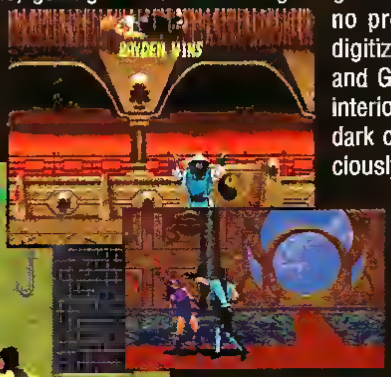
When placed side by side with the SNES version, the first thing you notice about *Mortal Kombat II* for the Genesis is the difference in the graphics and sound. Hands down, the SNES is the winner. But this doesn't make the Genesis version any less worthy for your dollar. This is one of the finest fighting games ever released for the Genesis. (Don't talk to me about *Super Street Fighter II*, either; the sound in that cart is worse than an AM radio circa 1981.)

Almost everything from the arcade version of *Mortal Kombat II* is in this cart: Friendships, babalities, Jade, Smoke, etc. The six-button controller is a must to really explore all of the game's potential, and you can even "get Activated!" Woo, Woo!

As I played through the game, getting all the way through Shao Kahn, I just couldn't help singing to myself as I did bloody uppercuts and doing my special "Fatality Dance" as I finished off each opponent with increasingly morbid homicide. This is an exciting game, folks, but you'd better leave the authorities as home because you know the mind patrol will be all over the violence in this game. Remember, it's just a game, and a great one at that. You'll be dancing too, once you get the hang of using a block button.

See Reptile return to the bottom of the pit.

Direct comparisons with the arcade version reveal that quite a few corners have been cut in shrinking the game down to 24-meg size. There's no pre-fight battle screen, many digitized voice effects are missing and Goro seems to have hired an interior decorator, since the damp, dark caverns of his lair look suspiciously like a blue-colored version of the Portal stage. Happily, the addictive game play is intact; you won't care if there's no floating monk in the Tower stage.



If you own a Genesis and are going to be buying a game this year, *Mortal Kombat II* is the one to get. You won't be able to get enough of it. You'll even try to get your dorky friends who aren't into video games to play; it's that good.

—Nikos Constant

GRAPHICS 7

Though I expected them to be a bit worse than the SNES version, the difference is startling. The game still looks good on the Genesis, but Probe should have chosen colors more carefully, especially on the character-select screen.

SOUND/MUSIC 6

The sound is really a disappointment. The arcade version has all sorts of cool voice effects, but the Genesis sound is lacking. It's like the difference between a band's four-track demo and the final version of the album.

PLAYABILITY 9

The one thing the Genesis version has is playability. You'll be hooked on the game for weeks. Whether you're playing the computer or your best friend, the satisfaction of a bloody uppercut is like tasting sweet grapes in the summertime.

EASY MEDIUM HARD

EDITORS' RATINGS

GORE	CHRIS
9	8
ERIC	**BETTY**
7	8

BANG FOR BUCK 9

THE LOWDOWN

If you own a Sega Genesis but not a Super NES, *Mortal Kombat II* is worth every penny. It is fun, fun, fun. If you happen to be spoiled rotten and own both systems, you'll like the SNES version better. Either way you'll be satisfied, because this is probably the best fighting game to come out for either system. All that remains is the possibility of a Sega CD version. (We'd all love to see the original arcade introduction, which does not appear in any of the four home versions.)

Acclaim Entertainment • 71 Audrey Avenue, Oyster Bay, NY 11771 • (516) 624-8888

GAME GEAR

FIGHTING

Acclaim

1-2 Players
4 Meg
Developer
Probe Software Ltd.

EDITORS' RATINGS

GORE	7
CHRIS	8
ERIC	7
BETTY	9

Both of the portable editions of *MKII* save space by cutting four characters: Johnny Cage, Baraka, Kung Lao and Raiden.

The Game Gear version of *Mortal Kombat* was great because it some ways it seemed to be better than both the SNES and Genesis versions. Not only was there blood, but the graphics were pretty darn good.

The Game Gear version of *Mortal Kombat II* is in a different position, because the SNES now has the blood included, and the Genesis graphics have improved over the first version of the game. So how is the Game Gear version of *MKII*?

Well, it's a good, solid game that you won't feel angry at dropping a couple of bucks on. There are no Friendships or Babalities, but both Jade and Smoke are in there, complete with a cool new background. Though it's not *that* spectacular, it definitely is trick. Have fun.

—Nikos Constant

GRAPHICS 8

Like the first *Mortal Kombat*, the graphics are great. There is some tremn cheating, but the game sure does look good in color.

SOUND/MUSIC 8

Just what you'd expect from the Garen Gear, but for soren reason it's not as annoying as a lot of other Game Gear soundtracks.

PLAYABILITY 7

The control of the Gear could be improved, but once you get the hang of it, you'll be doing fatalities like they're second nature.

EASY MEDIUM DIFFICULT

BANG FOR THE BUCK 7

THE LOWDOWN
If you're as addicted to *MKII* as I am, you'll want a copy of this to take on the road. It's kind of easy, but try the harder levels for some added challenges and more bang for your buck.

Acclaim Entertainment • 71 Audrey Avenue, Oyster Bay, NY 11771 • (516) 624-8888

GAME BOY

FIGHTING

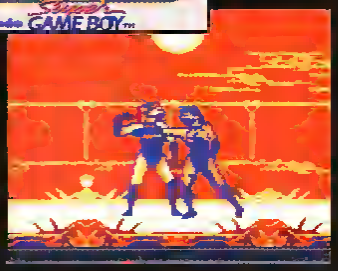
Acclaim

1-2 Players
2 Meg
Developer
Probe Software Ltd.

EDITORS' RATINGS

GORE	6
CHRIS	8
ERIC	7
BETTY	8

I was really surprised with the quality of the Game Boy version of *Mortal Kombat II*. The first *Mortal Kombat* used to frustrate the heck out of me with its slow game play and sluggish controls, but this sequel is really great because it's a bit sped-up and the controls seem more responsive, especially with the use of the Super Game Boy.



There are more endings to the rounds because of the inclusion of Babalities, which adds a nice touch to the game. If you don't have the cash, I'd have to say that you should put your money on the Game Boy version, mainly because of its added play value.

There's a ton of secret stuff in the Game Boy version of *Mortal Kombat II*, including Babalities, Kombat Tomb fatalities and secret characters.

—Nikos Constant

GRAPHICS 8

Better than most Game Boy titles. I didn't find myself squinting like a nerdy fish, especially on the Super Game Boy.

SOUND/MUSIC 8

Pretty good. More than one song and even some cool punching effects.

PLAYABILITY 8

With the Super Game Boy, you'll be whaling on the computer, but using regular Game Boy controls taken some practice.

EASY MEDIUM DIFFICULT

BANG FOR THE BUCK 8

THE LOWDOWN
Where the Game Boy usually pales in comparison to the Game Gear, I was surprised to find an expanded roster of moves that included Babalities. A good job was done by Probe in trying to cram in so little space. Bravo.

We're still working on the
"Golf Cart Joy Ride & Crash" feature.
Other than that, it's perfect.

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Okay, we're just kidding about the last feature.

But as you can see, **Links** for **Sega CD** is the closest thing to perfection when it comes to golf games. So you can bet that if any game comes out with a "Golf Car Donuts On The Fairway" feature in the future, it'll be **Links**.

Virgin

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CIRCLE #117 ON READER SERVICE CARD.

SNES

ACTION

STRATEGY

HUDSON GROUP HUDSON SOFT

1-4 Players

12 Meg

Developer:

Hudson Soft

Having been declared "Bomber-King" in our September issue—which was almost as embarrassing as even being CONSIDERED for the title of "CES' Sassiest Boy," let alone being the runner-up—it's only natural that I review *Super Bomberman 2*, the latest in my favorite series of games. Alas, it fails to impress.

A quick game-play description before I go into bashing mode: You control armor-suited Bomberman on a wall-covered playfield. You drop bombs to blow up the walls, some of which hold power-ups to boost your abilities, such as: Increased bomb power, increased movement speed or the ability to pick up and throw bombs.

There are two modes of play. Normal Mode is a 40-level challenge filled with nasty creatures, dangerous obstacles and five boss characters. Battle Mode pits you and three other human- or SNES-controlled Bombermen against one another on 12 different playfields.

Two features unique to *Super Bomberman 2* are a "sudden death" mode (which eliminates draw games) and a "G-Bomber" mode in which the winner of each match gets a random power-up at the beginning of every round in the next match (and also takes on a golden hue, hence the name).

Okay, time to get nasty, starting with the dreaded "S" word: Slowdown. *Super Bomberman 2* is plagued with slowdown that makes it hard to judge exactly when the bombs are going to explode. Not good!

Flaw #2: While the Battle Mode levels in the original *Super Bomberman* were diverse and graphically interesting, almost every level here falls flat. Two examples: The level where Bombermen can jump (blasphemy!) makes it too easy for players to leap out of trouble, and the level with a controllable conveyor belt is crippled by slowdown.

Flaw #3: The SNES-controlled players in *Super Bomberman 2* are stupid in the extreme. Even at the highest of nine "intelligence" settings, they stumble into obvious traps and don't take any advantage of power-ups.

Flaw #4: The G-Bomber feature, while well intended, just makes skilled players even harder to beat, and that greatly lessens the fun. Perhaps the G-Bomber should have been the WORST player in the previous match, instead of the best?

—Zach Meston

Hudson Soft follows up the outstanding *Super Bomberman Party Pak* with the disappointing *Super Bomberman 2*.

GRAPHICS 7

Hudson Soft's press release hypes the graphics as "noticeably improved and...3 dimentional [sic] in appearance," but I honestly think the graphics in *Super Bomberman Party Pak* were better.

SOUND/MUSIC 8

This is the only area where *Super Bomberman 2* improves upon *Bomberman* games that have come before. The Normal Mode has several bouncy tunes, and even the Battle Mode's ten-second music loop is pretty catchy.

PLAYABILITY 7

Bomberman games have always been instantly accessible and addictive, but *Super Bomberman 2* loses points for the rhythm-destroying slowdown and the disappointing Battle Mode.

EASY MEDIUM DIFFICULT

EDITORS' RATINGS

GORE	CHRIS
6	7
NIKOS	BETTY
7	7

BANG FOR THE BUCK 6

THE LOWDOWN

Take it from the Bomber-King: *Super Bomberman 2* simply doesn't live up to the standards set by previous *Bomberman* games. The annoying slowdown, terribly designed Battle Mode levels, and lack of five-player action makes for a ho-hum experience. If you're a true *Bomberman* fan, get yourself a TTI Duo, a PC Engine adapter and the Japanese version of *Bomberman '94*, a hugely superior game to *Super Bomberman 2* in every way.

SNES

ACTION

ADVENTURE

BLACKTHORNE

Interplay

1 Player

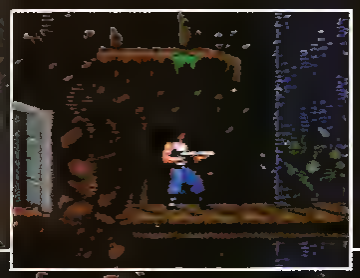
8 Meg

Developer:

Blizzard Entertainment

Don't let that developer name fool you: Blizzard Entertainment used to be Silicon & Synapse, the programmers of the way cool action/puzzle game *The Lost Vikings* and the merely cool *Rock 'n' Roll Racing*. Their latest creation is *Blackthorne*, which borrows heavily from *Prince of Persia*, *Out Of This World* and *Flashback*, but stands out as a great game in its own right.

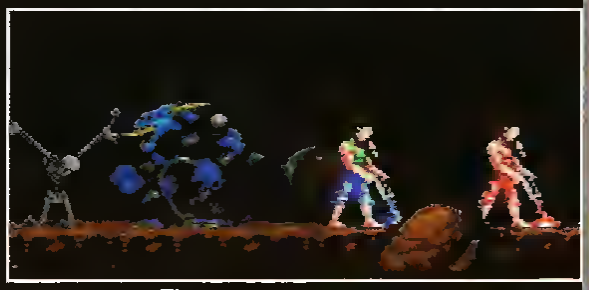
Blackthorne's storyline is a tasty blend of fantasy and sci-fi. In the world of Tuul, the evil demon Sarlac sends his minions to kill King Vlaros and retrieve the powerful Lightstone. The King uses magic to send his son, Kyle—that's you—to Earth with the Lightstone until he's ready to battle Sarlac. Twenty years later, a grown-up Kyle returns to Tuul with a sawed-off shotgun and a score to settle.



Your goals in each level are many: Talk to good guys for information and clues, acquire special items, use the special items when needed and—best of all—blast the hell out of the bad guys.

Among the special items to be found are the Levitator, a high-tech ladder that lifts you to otherwise unreachable ledges; the Hover Bomb, a powerful explosive that blasts through doors and the Iron Key, used to unlock force-fields.

Combat in *Blackthorne* is slow-paced and strategic. You need to know when to shoot and when to dodge bullets by ducking into the background. The patient player is rewarded with an enemy kill; the impatient one is rewarded with a bullet to the gut. (The "blood" that sprays from bullet wounds is green—kinda gooty, but you get used to it.)



The geniuses behind *The Lost Vikings* and *Rock 'N' Roll Racing* strike again with the futuristic platform game *Blackthorne*.

Blackthorne grows more complex with each new level, adding more screens to explore, more tasks and more enemies to dust. You're given a password at the beginning of each level, and you have unlimited continues, so you'll never lose your hard-earned progress.

Put simply, *Blackthorne* rocks. The involving game play and the intensely depicted violence make this by far the best platform game I've played this year.

—Zach Meston

9

GRAPHICS 8

The animation is slightly stiff—the male character isn't as fluid as his counterparts in *Prince of Persia* or *Flashback*—and the graphics are a bit too dark. Otherwise, very nice. (The shotgun-shooting animation in particular is sweet.)

SOUND/MUSIC 8

The sound effects are good, but they all seem a little muffled, including the shotgun blast. The music is brilliant stuff, with a dramatic, futuristic feel that's perfectly suited to the game.

PLAYABILITY 9

Blackthorne oozes playability from every pore. The levels are highly designed and logically structured, and the control is fluid and responsive. The practice level that teaches you the controls is a great touch.

EASY MEDIUM HARD

EDITORS' RATINGS

GORE	CHRIS
9	8
NIKOS	BETTY
9	7

BANG FOR THE BUCK 8

THE LOWDOWN

The *Prince of Persia/Flashback* style of platform game always floats my boat, and *Blackthorne* adds several fresh new ideas to the genre, along with a heapin' helpin' of violence and carnage (A round of applause to whoever decided to arm the hero with a shotgun!) A truly excellent game from a talented design team; I can hardly wait to see Blizzard's first title for a 32-bit (or higher) system.

SNES

ACTION

1 Player

16 Meg

Developer:

Accolade

Call me a grumpy old man, but platform games featuring "animals with an attitude" are really starting to grate on my nerves. How many so-called "cool" creatures are we going to have to be subjected to in order for game companies to find the next Sonic? Sometimes it seems like a million is the number that they're aiming for.

In the beginning there was *Bubsy*. A lot of people went ape over its good-looking graphics and bouncy soundtrack, and an equal number of people got their drawers in a bundle because of the flaky controls and the bobcat's particularly lame habit of dying whenever he got hit by anything—once. Yes, he was a regular milquetoast. The latter flaw has been rectified in the new sequel to *Bubsy*, cleverly called *Bubsy II*, but the game's overall mediocrity may have you thinking that it should have been titled *Bubsy: Was This Sequel Really Necessary?*

Well, maybe that's a tad unfair. *Bubsy II* is not a *bad* game by anyone's standards. Yeah, it is a fairly uniform platform game, but it's got its share of fun, too. Since the last game, our hero has had to take a job leading tours around something called the Amazatorium, a cool museum with assorted theme wings, kind of like a cosmic Disneyland. The whole objective of the game is to travel throughout the wings fighting enemies until you reach the big boss, Oinker P. Hamm.

Along the way you get into a lot of cute trouble, see a lot of cute backgrounds and do the requisite cute things. Sounds pretty...cute, doesn't it? Well, it is. *Bubsy II* is cute, furry and filled with assorted surprises to amaze and delight you. But it's all just business as usual; calculated whimsy trying to be spontaneous—nothing to get too excited about. You might have big fun flying Bubsy around in a little spaceship or a biplane in the special bonus rounds, or you might be so bored you'll consider going out and doing some good deeds. How do I write the sound of myself shrugging?

—Gabe Soria

Watch as Bubsy enjoys a more exciting life than you.

GRAPHICS 8

Bubsy has character, Bubsy has style, Bubsy has pizzazz. Bubsy also has colorful, seazzy graphics which are fun to look at. A definite plus for this game. If only the gameplay was at the same level.

SOUND/MUSIC 7

Bubsy talks! He's a veritable Noel Coward of the anthropomorphic animal set. He's always ready to let a pithy comment fly your way, so beware. I liked this feature until it got to be so irritating I muted the TV.

PLAYABILITY 6

In a word, dull. There's not much here, man. He jumps around, he defeats his enemies, he's kind of boring. Good controls, but I really didn't care. At least this time out you don't die after getting hit once.

EASY MEDIUM DIFFICULT

EDITORS RATINGS

GORE	CHRIS
6	7
NIKOS	BETTY
5	7

BANG FOR THE BUCK 6

THE LOWDOWN

Accolade's attempts to create a Sonic-style franchise continue to ring hollow and fall short of the mark. *Bubsy II* is not a very special game by any stretch of the imagination. Sure, it's challenging and it's got style, but—aside from the new bonus stages—it's one egg short of a dozen in the originality department. There just isn't much to say 'cause this is one of those games that really doesn't make a very lasting impression on you at any level.

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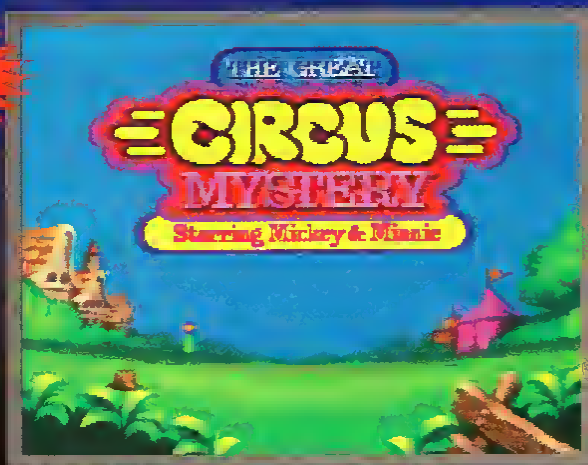
SNES

ACTION

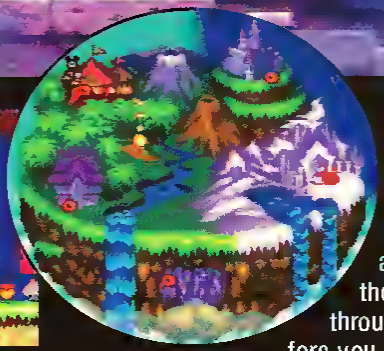


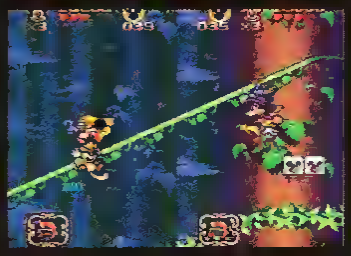
CAPCOM

1-2 Players

12 Meg

Developer: Capcom





See Mickey and Minnie have amazing adventures, like only talking mice can!

The Great Circus Mystery Starring Mickey and Minnie Mouse is a really, really, really (no, I mean it, really) FUN game! From the get go, it's a great exercise in good old-fashioned sweetness and light. Apparently, someone has ruined the local circus and all our favorite Disney characters' days with it, so it's Mickey and Minnie to the rescue. And, being the intrepid mice that they are, they're determined to get to the bottom of the mystery.

You can play as either Mickey or Minnie, or both in the two-player game. Unlike certain other Disney games, here Mickey and Minnie are equals: Each can do everything just as well as the other can. Starting at the circus, you must make your way through the assorted dangers therein before you can move on to the next level, the jungle, which leads you to the haunted house, which leads you to the underground caverns, etc. And there's plenty of variety; you won't be seeing just two types of villain over the course of the ten levels.

Mickey Mouse is one cool rodent, and his girlfriend Minnie is equally bitchin'. These two have the most incredible adventures; you wouldn't believe it. I've always wanted to live in a spotless cartoon world for a duration, and this game is a close as I'm probably going to come this side of Toon Town.

As in Capcom's previous SNES *Mickey* title, each new stage brings a new outfit which helps you to overcome the obstacles on that level. Later, you can use the outfits any time you need them ...and you will. Check out the safari suits in the haunted house and watch the screen revolve! I laughed out loud at the sheer inventiveness of this effect the first time I saw it; it's great eye candy and entertaining to boot.

If you've been searching for an incredibly fun and entertaining game, this could be it. It's great for kids and adults. Give it a try, you old softie! This game is probably making Walt's ghost grin from ear to ear.

—Gabe Soria

GRAPHICS 9

First-rate. The screen is constantly filled with bright colors and cute characters. Seriously, this is nearly perfect. The backgrounds are detailed, and familiar characters pop up everywhere. It's like a Disney reunion.

SOUND/MUSIC 8

The music is a bit too cutesy for my tastes, but kids who hear it will ask their parents to buy the soundtrack for them. The sound effects are pretty neat too, with a cartoon "pop" that will probably crack you up.

PLAYABILITY 9

This cart plays like an ice cream dream. It's consistently playable, but also simple enough for a child to master the controls quickly. The unlimited continues are a big bonus, 'cause it can get pretty darn hard.

EASY MEDIUM DIFFICULT

EDITORS' RATINGS

GORE	CHRIS
8	8
NIKOS	BETTY
9	9

BANG FOR THE BUCK 8

THE LOWDOWN

The next best thing to a four-day excursion to Disney World. *The Great Circus Mystery Starring Mickey and Minnie Mouse* is awesome; I had a ball playing it and you probably will too. It's not the most difficult game in the world, but hey, it's Disney. Relax on a Sunday afternoon and play this with a friend or relative. Not only will they dig it, you'll find yourself getting into it too. This is a top-shelf game for the Super NES.

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But It Can Blow Up Your House.

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GENESIS

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GENESIS

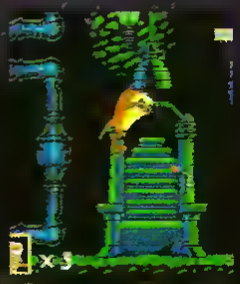
ACTION

SEGA

1-Player
16-Meg
Developer
Sega

EDITORS RATINGS

GORE 6
CHRIS 7
NIKOS 7
ERIC 5



Taz...hmmm. I was skeptical, but I liked it; I thought it looked damn good. Real clean graphics and smooth animation. It's also a lot of fun transforming into a tornado and disintegrating all your enemies—plus you get to go real fast!

So anyway, this is the plot: Taz has been kidnapped by Marvin the Martian and thrown into a zoo on Mars. But Taz busts a move and busts out. Now he's facing a lot of enemies on his way home to earth.

Swallow some gasoline and watch that breath go.

Some of the enemies are just dumb. What are those birds doing in this game? I hate them. Fortunately, there are cameos by other Warner Bros. cartoon stars you'll recognize.

So maybe this isn't *Sonic the Hedgehog*. But who cares? It's another pretty fun platform game; worth a rent.

—Betty Hallock

GRAPHICS 9

Graphics are excellent. The backgrounds are very simple and clean, kinda cartoony but not intrusive.

SOUND/MUSIC 7

The soundtrack is nothing to get excited about; it does the job. There's nothing annoying about the music, and the sound effects are fine—blah!

PLAYABILITY 8

The control is good. Like I said, you can go really fast as a tornado. And you can even bounce off walls while you're spinning.

EASY MEDIUM DIFFICULT

BANG FOR THE BUCK 6

THE LOWDOWN
Even though *Taz in Escape From Mars* is a fun game, I just can't see myself playing it day after day after day. It's definitely worth checking out though, a good bet for fans of Sega's first *Taz-Mania* game, 'cause it's more of the same.

Data East USA, Inc. • 1850 Little Orchard Street, San Jose, CA 95125 • (408) 286-7080

GENESIS

ACTION

DATA EAST

1-2 Players
8-Meg
Developer
Data East

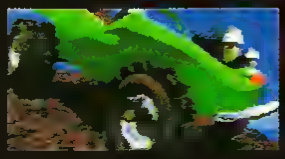
EDITORS RATINGS

GORE 5
CHRIS 6
NIKOS 5
BETTY 6

I'm not the biggest fan of driving games—being a full-fledged geek, I have always been more interested in computers than in cars—but I know a good racer when I see one. *OutRunners*, a sequel to the Sega chestnut *OutRun*, is not a good racer.

What makes it bad? Start with the roadside graphics, which are terribly two-dimensional. The graphics are weak throughout; everything looks roughly drawn and blandly colored. The biggest problem of all, though, is that *OutRunners* is just plain boring. In the Arcade mode, two or three crashes is enough to eliminate any chance of completing your current leg, so the programmers naturally limit the number of cars on the road. This means long stretches of racing where all you're doing is negotiating the turns. Whee. Even the Original mode lacks the thrill of most two-player competitive games—I swear I've been more entertained playing "rock, scissors and paper." *OutRunners* is Yawn City.

Data East brings Sega's coin-op driving game *Outrunners* to the Genesis.



—Zach Meston

GRAPHICS 6

It's fun to watch the drivers tumble out of the car after a crash, but most of the animation is primitive by comparison. Grainy backgrounds.

SOUND/MUSIC 6

The digitized speech sounds like a walkie-talkie that's been stepped on a few times, but the music is OK and the effects am, er, effective.

PLAYABILITY 5

The steering controls are adequate—and there's a decent array of options—but there's no feel of speed and no sense of excitement.

EASY MEDIUM DIFFICULT

BANG FOR THE BUCK 5

THE LOWDOWN
OutRunners has to be the most boring driving game I've played so far this year. If you need a driving fix, check out *Virtua Racing*, *F-1*, *Mario Andretti Racing*—anything other than this feeble effort.

GENESIS

ACTION

Extreme Entertainment Group

Malibu Interactive

1 Player

16 Meg

Developer:

Malibu Interactive

Fire oozes from the core of a planet as a drop ship places you dangerously close to an open volcano. You must destroy the enemy's command center, but to do that involves taking out the protective force field that is powered by lava—the same lava that burns your mech's cooling system down to the very power coils that keep you alive. Stay sharp or you're in worse shape than a rat in a can of Coke; you'll just be charcoal at the enemy's barbecue.

So begins the second level of Absolute's latest frenzy of destruction: *Battletech*. You're at the helm of a 40-ton piece of machinery and your sole purpose is to blow things up. The purity of the machine is beautiful, as are the gameplay, graphics and sound in this super-fun game of mechanical mayhem. Most of the robots are direct rip-offs of the popular Anime series *Robotech*; but instead of dapper-looking cartoon pilots like Rick Hunter, you take the helm as a well-armed rookie looking to move up the ranks and get in one of the neat-o looking mechs reserved for vets.

Battletech features a ton of different levels, and better graphics than both *Jungle* and *Desert Strike*. If you're a fan of big destructive robots, or if you've ever stayed up late playing the *Battletech* RPG by the FASA corporation, you'll have even more fun with this war game for the Gennie.

—Nikos Constant

Unfortunately, *Battletech* is as close as we'll get to playing a Gundam game in the U.S., unless you want to shell out the big buck for an import game. If you're a fan of huge robots you'll dig this game like a grave.

GRAPHICS 9

A *Jungle Strike* perspective mixed with *Battletech* styling gives a sleek and destructive look to this game of close combat warfare. The mechs look hot and the explosions are great. They should have worked a hit on terrain.

SOUND/MUSIC 8

Missiles whistle, machine guns rat-a-tat-tat and buildings explode with emphasis. Just what you'd expect from a top-notch action/war game.

PLAYABILITY 9

Your mech is cool because it can fix its firing mechanism on one target while circling around to avoid enemy fire. Once you get the hang of this tactic, you'll blast the enemy like Dave Alvin.

EASY MEDIUM FRIGHT

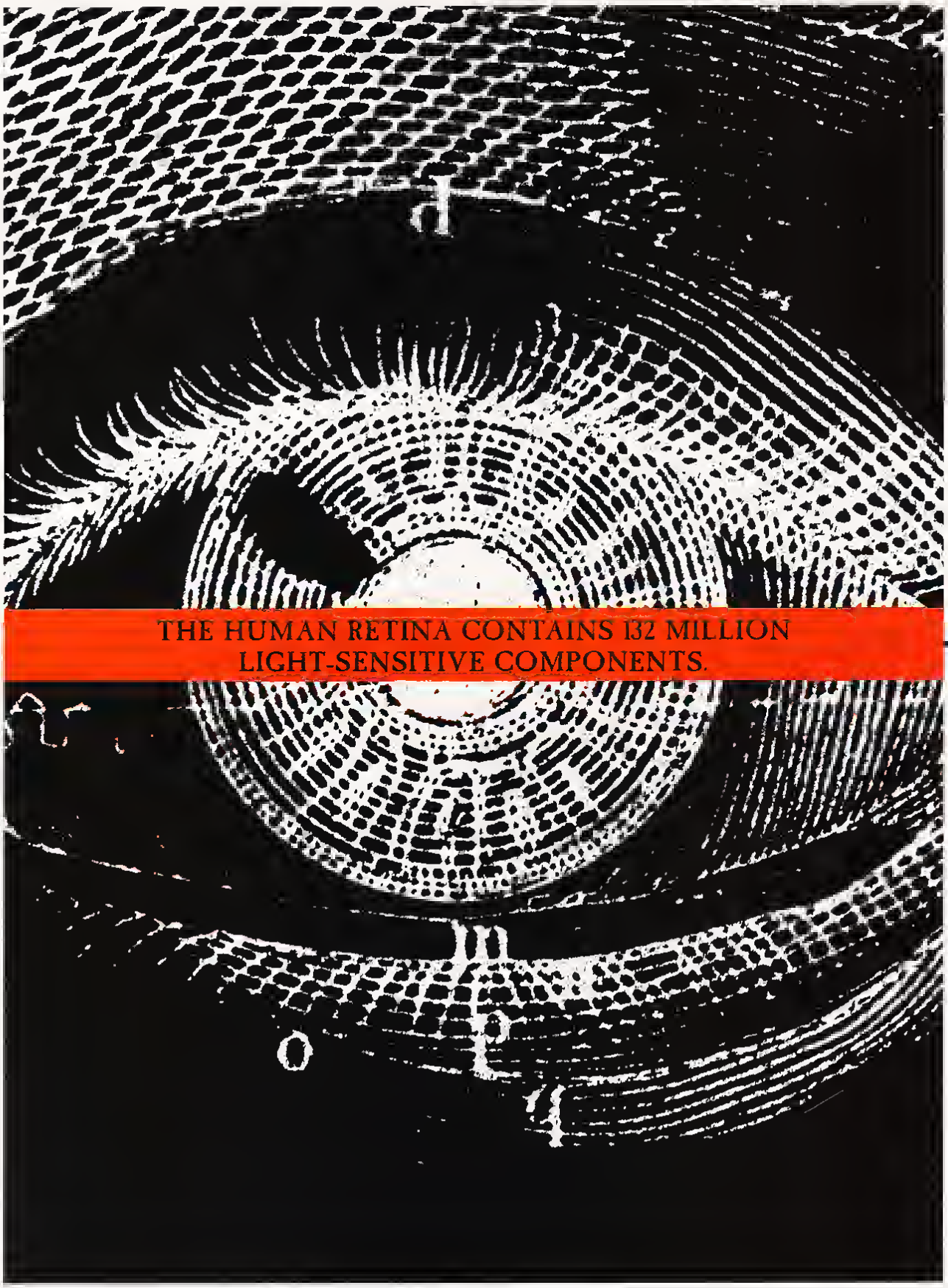
EDITORS' RATINGS

GORE	CHRIS
9	9
GABE	BETTY
9	9

BANG FOR THE BUCK 9

THE LOWDOWN

This is a great war game. It takes equal parts strategy, skill, and luck to get through the tough levels. Choose your weapons wisely because—like plumbing—you need the right tool for the job. You may be tired of *Jungle Strike* games, but I thought this one was a lot more fun. I'm going to go out and buy this game.



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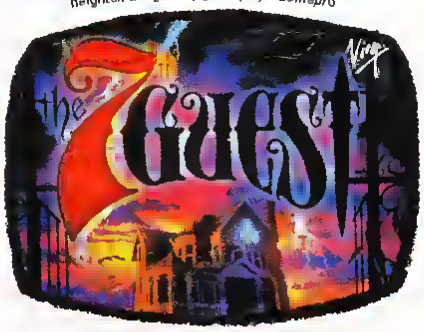
The 7th Guest

"This gorgeous game marks a new standard ... beautifully rendered computer images, with tons of live action video thrown in, heighten the ghastly game play." *Gamepro*



Space Ace

"Space Ace is a blast to play and is truly faithful to the original coin-op. The digital video is perfect and the game controls great." *Electronic Gaming Monthly*

Dragon's Lair

"The Sega CD version suffers from lack of control and grainy graphics. The 3DO graphics ... and sound just can't match up to the incredible job that was done on the CD-i." *Electronic Gaming Monthly*

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GENESIS

ACTION

EDITORS' RATINGS

CORE	7
CHRIS	8
NIKOS	8
GABE	9

We're not talking hedgehogs anymore. We're talking a creature whose head becomes a vacuum, then a hammer, then an invincible force field. Whatever this thing is, it's ill; I mean weird.

Sega's newest action hero, *Dynamite Headdy* can bonk his head against a box with a picture of a vacuum on it, and the next thing you know, there's a vacuum on his head and he sucks up everything in sight, including all his enemies. I wish I could do that. The backgrounds and opponents are pretty funky too. There's a floppy teddy bear that looks like a cat, and the background for one particular scene is a painting of a geisha girl. I like it...I think.

The developer of *Gunstar Heroes* is back with *Dynamite Headdy*.

When it comes right down to it, *Dynamite Headdy* is pretty darn fun. And it looks really, really good, too.

—Betty Hallock

GRAPHICS 9

The colors look great, especially for the Genesis. The backgrounds are soo nice—better than Sonic. Headdy is a good-looking character.

SOUND/MUSIC 7

I must have liked the music, because it didn't annoy me. The sound effects are also good.

PLAYABILITY 9

Fun, fun, fun, but not quite as fast as Sonic. The gameplay is pretty unique, having a character with interchangeable heads was a great idea.

EASY MED DIFFICULT

BANG FOR THE BUCK 9

THE LOWDOWN

Dynamite Headdy is a great Genesis cartridge for your collection. A cute, weird game. Even if you're not into "cute," I think you'll *still* like this game; it packs in a lot of action, too.

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GENESIS

ACTION

EDITORS' RATINGS

CORE	7
CHRIS	8
NIKOS	8
GABE	8

Well, wouldn't *you* want a head with attachments that suck, hammer and sprout wings? Sounds good to me. It makes for a lot of gameplay that isn't just run-and-jump stuff, anyway.

The Game Gear version of *Dynamite Headdy* stays true to the Genesis version; the levels are just shorter. It looks almost as good, too. This is probably one game that would convince me to buy a Game Gear if I didn't already own one; Treasure did a really good job on both the versions.

Kill enemies with your dynamite head.

Hey, killing things with your head is pretty satisfying; maybe just as satisfying as killing your enemies with a whip or a gun, but it looks cute while you're doing it. It's well worth adding to your collection.

—Betty Hallock

GRAPHICS 7

Looks great. The graphics are comparable to those of the Genesis version, that is, as comparable as the Game Gear can get.

SOUND/MUSIC 7

Cute stuff. Of course, it's always gonna sound tiny on the Game Gear, but the music does keep up with the pace of the game.

PLAYABILITY 8

Pretty fast, but I still wish it were a little bit faster. I like the way Headdy moves.

EASY MEDIUM DIFFICULT

BANG FOR THE BUCK 8

THE LOWDOWN

A game that gets down with the Game Gear. I say it's probably worth the bucks, if any Game Gear game is. Yep. I'd put my money in it.

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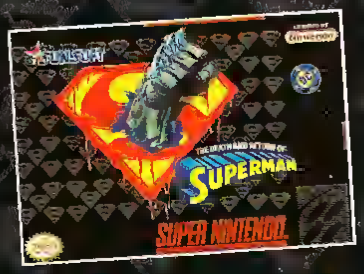

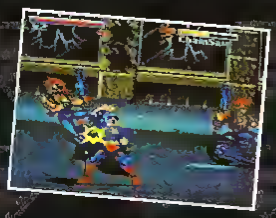

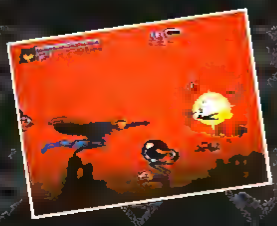

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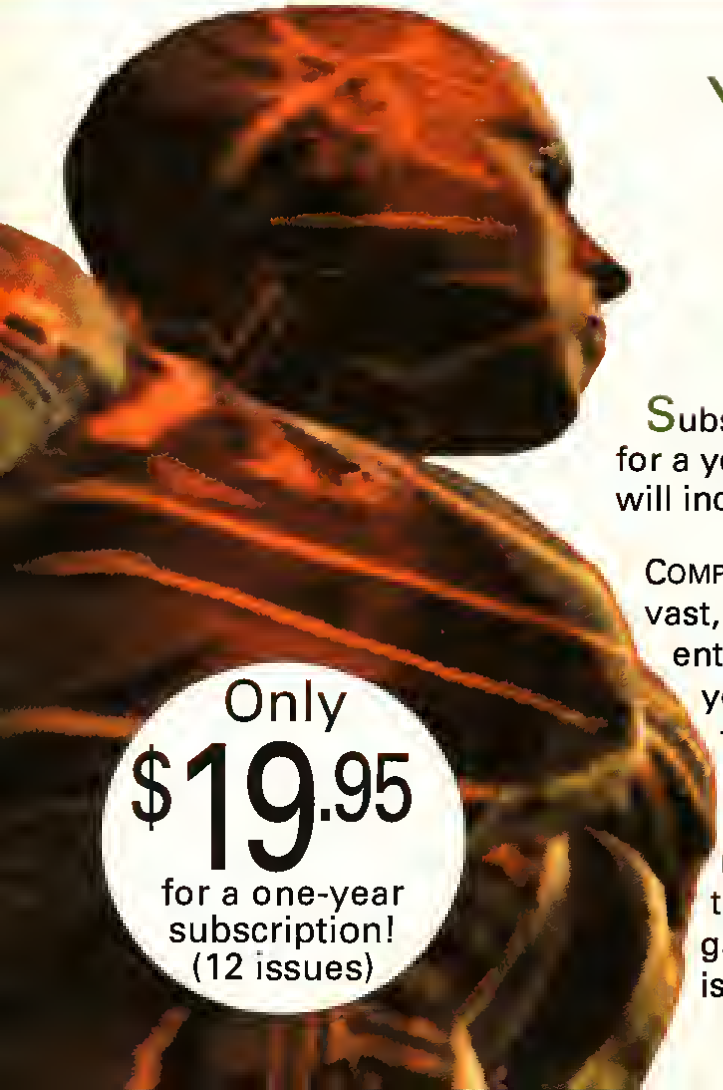

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SEGA CD

RPG

Eye of the Beholder

SEGA™

1 Player

CD

Developer:

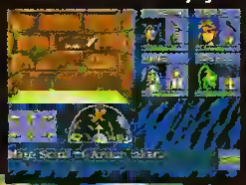
SSI

Based upon the *Advanced Dungeons & Dragons* 2nd Edition game rules, *Eye of the Beholder* puts you in the sewers of a town called Waterdeep. You must lead your party of brave adventurers through the descending levels, unravelling the mystery of a dangerous threat which is lurking there.

Eye of the Beholder is not some cute, three-quarter overhead perspective game. As the *Dungeons & Dragons* name should imply, the game is quite complex, involving all of the features you have come to love or hate about FRPGs.

To add to the complexity, the game is huge. The dungeon is made up of twelve maze-like levels with loads of monsters and non-player characters. Adventure game enthusiasts will be pleased by the number of challenging puzzles, though many of the solutions are a little disappointing. For example: I was stuck for several hours at a locked door marked with strange runes. I had thoroughly explored the rest of the level, so I knew that my only option was to open the door. After attempting several times to unravel the mystery of the markings, I threw a dagger at the door out of frustration. Like a scene out of a really bad movie, the door opened.

Apart from some similarly illogical puzzles, the only other problem I had with the game was its claustrophobic surroundings. *Eye of the Beholder* is reminiscent of older computer RPGs such as *Wizardry*, in which you're confined to a single maze. While I enjoyed the game for sentimental reasons, it would have been nice to be able to explore a town or a forest or something besides a damp sewer.



These things aside, the game is extremely fun, and this is added to by the simplicity of the controls. It is very easy to access each characters' traits and inventory at any point (including combat), and the game moves along very quickly so as to keep you highly interested.

While *Eye of the Beholder* isn't perfect, it's one of the better RPGs I've come across in a while, if only because it's so sophisticated. Having more control over the abilities of your characters—and having the application of the D&D rules—makes this a much more satisfying role-playing adventure than some game featuring squat characters with big heads whose names all sound like Santa's reindeer.

—Ron Dulin

While most Sega CD owners would prefer original RPGs to conversions of proven ones, *Eye of the Beholder* will keep you happy during the wait.

GRAPHICS 7

The graphics are nothing out of the ordinary, though some of the monsters look really scary. Based upon the common view screen/character box format, the graphics aren't particularly mind-boggling, but they get the job done.

SOUND/MUSIC 7

The music consists mostly of the haunting, gothic-type mood pieces common to RPGs. The sound effects, on the other hand, are really good, especially when you hear a creature sneaking up behind you.

PLAYABILITY 9

This is where the game excels. The controls are easy to use, and easy to figure out. Most games in this genre make the controls almost impossible to learn; *Eye of the Beholder* allows you to do a lot with very little.

EASY MEDIUM DIFFICULT

EDITORS RATINGS

GORE	CHRIS
4	7
NIKOS	BETTY
7	6

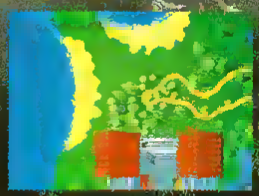
BANG FOR THE BUCK 7

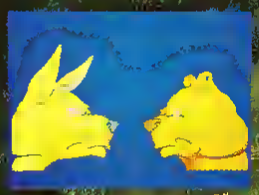
THE LOWDOWN

A fun and complex RPG, *Eye of the Beholder* is a solid piece of adventuring. Though a little intimidating because of its immense size—and the fact that it only takes place in one dungeon—the game is very enjoyable.

BRUTAL

Paws of Fury





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GAME BOY

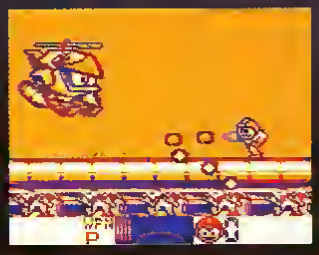
ACTION

EDITORS' RATINGS

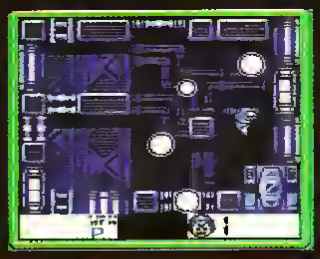
GORE 7
CHRIS 8
NIKOS 8
ERIC 7

Mega Man V for the Game Boy is no disappointment, that's for sure. It does happen to be yet another in the *Mega Man* series, but then again, we all know and love them, right?

This time Dr. Wily is pretty much out of the picture, but now there's this mean guy called "Terra" who want to destroy Mega Man. Mega Man finds his Super Mega Buster useless against Terra and his Star Droids, so Dr. Light invents the Mega Arm. Watch out, Terra. Mega Man's also got a new assistant, Tango.



Mega Man's got a new weapon: The Mega Arm.



Pick up power-ups like P chips and watch out for the bad guys; everything from droid aliens to blobs that drop from the ceiling and those little flying rodents.

Not a bad little game; it looks even better on the Super Game Boy.

—Betty Hallock

GRAPHICS 8

Mega Man looks a bit weird on the Game Boy, but the graphics are the same good quality stuff you've come to expect from this series.

SOUND/MUSIC 6

The music in the *Mega Man* games has always been overrated; here it's not quite titillating and pretty generic. A lack of great sound effects.

PLAYABILITY 9

That new Mega Arm shoots like the Super Mega Buster. But hey, it works. Mega Man looks good when he jumps. Sprawled all over the place.

EASY MEDIUM DIFFICULT

BANG FOR THE BUCK 7

THE LOWDOWN
If you don't have a *Mega Man* game for your Game Boy, this one is as good as any. It's entertaining ... it's Mega Man. If you're thinking "rehash," you might be right, but it's still a pretty fun game, though.

Nintendo of America, Inc. • 4820 150th Ave. N.E., Redmond, WA 98052 • (206) 882-2040

GAME BOY

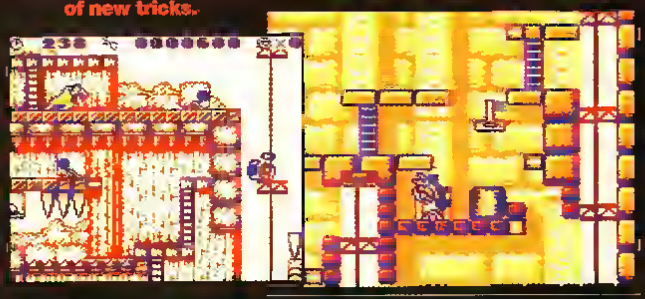
ACTION

EDITORS' RATINGS

GORE 8
CHRIS 9
NIKOS 9
BETTY 9

Here it is, in your face: An old game with a lot of new twists. Remember this classic from the '80s that helped bring Mario to his superstar status today? This new Game Boy update is as good as the rating says and worth the bucks, too.

Mario is back in an old classic and he's got a ton of new tricks.



There are over 100 screens to deal with; to get past some of them takes major dexterity and luck. The first couple of screens may look familiar from the old days, but there are dozens of new screens and tricks that you've never seen Mario do before. For example, you can jump through certain ceilings and jump super high.

The evil gorilla still lurks around and steals Mario's woman, and your job is to clear the levels to get to her. Definitely check this one out on the Super Game Boy, it looks and sounds even better.

—Eric Nakamura

GRAPHICS 9

Nice pictures, especially on the Super Game Boy. It looks at least as good as an NES game. Many of the new screens scroll, too!

SOUND/MUSIC 8

On the Super Game Boy it sounds even better than the arcade. The Game Boy version ain't bad sounding, either. Listen for the Gorilla.

PLAYABILITY 9

Game play is clean and clear. Mario does new things that you'll love. Plenty of levels to play through and it's not all easy.

EASY MEDIUM DIFFICULT

BANG FOR THE BUCK 9

THE LOWDOWN
This game is addictive and fun. Play it for a little while and you'll be hooked. On the Super Game Boy it's a masterpiece; it just looks and sounds great. For *Donkey Kong* fans old and new, this is a must have.

they've got claws they've got venom they've got teeth you've got BANANAS?

But don't worry. They're not the kind of bananas you cut up in cereal. They're the kind that can cut down a man-eating tiger, spit-ball hurling snake, ballistic bat, crazy ape, or totally mental, maniac monkey. In the new video game, *Disney's The Jungle Book*, a banana can save your butt...and really mess up someone else's. You'll fire off your favorite fruit through 11 different play levels*. Plus 5 wild bonus rounds. With characters and songs straight from the Disney movie, *Disney's The Jungle Book* even features movie-like super-smooth animation. From Virgin and Disney, the same companies that created *Aladdin* for the Sega™ Genesis™ System. So make like a banana...and split for your nearest video store.

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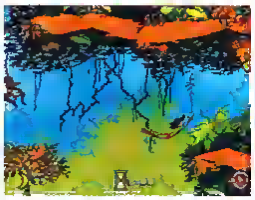

Virgin

Disney Software

*Number of levels and bonus rounds vary according to game system. Screenshots taken from Sega™ Genesis™ version. Other versions may vary. © The Walt Disney Company. © 1994 Virgin Interactive Entertainment, Inc. All rights reserved. Virgin is a registered trademark of Virgin Enterprises, Ltd. Sega and Genesis are trademarks of Sega Enterprises, Ltd.

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3DO

SHOOTER

EDITORS' RATINGS

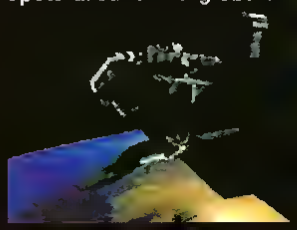
GORE 9
CHRIS 8
NIKOS 9
BETTY 8

Absolutely, positively, beyond the shadow of a doubt, *Shockwave* is a game that you must have if you want to get the most out of your 3DO system. This game is totally AWESOME, and that's no joke.

The year is 2019, and Earth is under surprise attack from an armada of aliens. The whole globe is a war zone, and your mission is to fly to various hot spots around the globe and rout the buggers in your tricked-out F177 space fighter.

From its impressive full-motion video introduction to its white knuckle flying action, *Shockwave* is great visceral entertainment. First-person shooters have a tendency to bore me, but *Shockwave* rocks. It's a shooter, it's a space opera, and it's no-holds-barred excitement.

—Gabe Soria



EA's long-awaited *Shockwave* rocks the 3DO.

GRAPHICS 9

Indescribably beautiful. Watching the alien fleet approach Earth is like watching *Star Wars* all over again. You'll be pinching yourself.

SOUND/MUSIC 9

Turn the TV up, my friend. That's all that needs to be said. UP!

PLAYABILITY 9

My friends were laughing at me 'cause I kept dodging alien missiles. I was very scared, to say the least.

EASY MEDIUM DIFFICULT

BANG FOR THE BUCK 9

THE LOWDOWN
Read my lips: buy this game now, or else you're missing out big-time. One of the best games I've played in recent years. What else can I say except that I'm hooked on the horse that is Electronic Arts' *Shockwave*?

Atari Corporation • 1196 Borregas Ave., Sunnyvale, CA 94089 • (408) 745-2000

JAGUAR

ACTION

EDITORS' RATINGS

CHRIS 8
NIKOS 7
BETTY 7
ERIC 9

The recent SNES version of this first-person shooter may have met with mixed reviews, but *Wolfenstein 3-D* for the Jaguar is even better than its PC predecessor. Translation: This game rocks!

The gameplay is simply addictive. You must maneuver your way through a bizarre castle and escape hordes of Nazis, zombies and Nazi zombies bent on your destruction. Every three levels or so there are giant bosses who will kill you real quick unless you can run and gun your way to more ammo.

Goodbye, Mr. Nazi! Try some lead in your diet.

While the Super NES cart was a toned-down version of the original PC shocker—with swastikas removed, dogs replaced by rats and blockier graphics—*Wolf 3-D* on the Jag features *upgrades* from the PC version like new weapons, better graphics and unbelievably faster scaling. Atari's *Wolfenstein 3-D* is superior to all versions of this game; a must-have for Jaguar owners.

—Chris Gore

GRAPHICS 9

Can you believe the graphics are actually better than the PC version? It's true! The resolution of the wall "tiles" is *double* that of the original.

SOUND/MUSIC 9

Each weapon has its own threatening (and realistic) sound effect. Those Nazi wails of pain sure are a joy to the ears.

PLAYABILITY 7

You're a nerd if you miss your keyboard when playing *Wolf 3-D* with a control pad. Simple controls make it easy to blast the bosses.

EASY MEDIUM DIFFICULT

BANG FOR THE BUCK 10

THE LOWDOWN
Fantastic first-person shootin' has arrived! *Wolfenstein 3-D* for the Jag is incredibly playable and a dizzying ride. Blasting Nazis was never more fun! Infinitely superior to the SNES version and, surprisingly, better than the PC.

CD-i

ACTION

ADVENTURE

1 Player

CD

Developer:

Gremlin Ireland

From the top: The "Litil Divil" of the title is Mutt, who's been sent by his fellow Divils to explore the Labyrinth of Chaos and find the Mystic Pizza. The Labyrinth is a winding maze of passageways lined with pits, flame-throwers, falling pianos (!), and other booby traps.

Movement through the Labyrinth is presented in a smooth-scrolling 3-D perspective that rotates when you walk around corners. When you turn 180 degrees and walk in the opposite direction, the screen doesn't rotate, but shows Mutt walking "out of" the screen. This makes it all too easy to bumble into traps and lose energy from Mutt's life gauge running along the bottom of the screen. The gauge decreases even when Mutt is standing still, so it's important to move quickly through the Labyrinth—but not so fast that you set off trap after trap.

The Labyrinth also contains gold (to spend in the Labyrinth shops), food (to pump up the life gauge) and doorways. A few doors lead into dungeons where you can save the game, but most doors lead into rooms with puzzles to solve.

Most puzzles in *Litil Divil* are solved with hand-eye coordination. If an item is needed to solve a puzzle, and you have it in your inventory, it's used automatically. Example: One of the rooms in the first section of the Labyrinth holds a sumo wrestler who normally beats the crap out of you. If you enter the room with a large needle in your inventory, and manage to get in a few blows on the fat boy, Mutt uses the needle to pop the wrestler.

Other puzzles require more brain-power. Example: A singing mermaid produces musical notes that you have to repeat by jumping onto one of three nearby fish. (It's a little bit like the electronic game Simon.)

What really makes *Litil Divil* so much fun is its sense of humor. Every animation and puzzle sequence made me chuckle or laugh out loud—not easy to do when you're as jaded as I am. (just kidding!)

—Zach Meston

***Litil Divil* debuts on the CD-i platform after a mind-boggling four-year delay, but the result is well worth the wait.**

GRAPHICS 9

This version of *Litil Divil* contains a bunch of full-motion video sequences not seen in the PC version, along with more animation and much more detailed graphics throughout.

SOUND/MUSIC 8

Litil Divil's light tone even makes it into the music, which is some very kooky stuff. The sound effects aren't quite as good, but still more than adequate.

PLAYABILITY 9

This is where *Litil Divil* shines. No instruction manual required; just pick up the controller and start playing. There's enough game play depth and challenge to keep you busy for days on end.

EASY MEDIUM DIFFICULT

EDITORS' RATINGS

GORE	CHRIS
9	7
NIKOS	**BETTY**
8	8

BANG FOR THE BUCK 7

THE LOWDOWN

I first read about *Litil Divil* a whopping four years ago in the pages of the now-defunct British magazine *ACE*; it's a rare that any game stuck in development so long that video game mags rise and fall in the meantime usually doesn't turn out well. But not only did *Litil Divil* turn out well, I think it's the best CD-i game ever. No lie.

SportsWire

Swing, Batter!

If you're like most people, you might have played a season or two of Little League ball, but your career in baseball probably never got much further than that. After experiencing the real-life rigors of baserunning and fielding, you probably allowed your video game system to take over, enjoying the thrill of big-league baseball through games like *Bases Loaded*, *Hardball*, *Baseball Stars*, *Tony LaRussa Baseball* and Sega's crowning sports achievement, *World Series Baseball*.

Now, Ohio-based Sports Sciences, Inc.—makers of the TeeV Golf controller—allows you to get closer to the real feel with its Batter Up Pro Swing System for the Genesis and Super NES. Step up to the plate and swing a real bat (actually a foam-covered plastic one) while you dream that you're Ken Griffey Jr.

Three versions of the Batter Up controller will be available in October: A Super NES model for $69.99, a Genesis model for $69.99 and a special cordless version for the Genesis ($129.99). Contact Sports Sciences at (800) 860-4727 for more info.

Scoreboard

	Title	Publisher	Overall	Graphics	Animation	Music	Sound F/X	Control	Speed	Challenge	Coaching	Realism	Options	Innovation	Team Selection	License
Genesis Basketball																
1	NBA Showdown '94	Electronic Arts	9	9	9	8	7	9	8	9	9	8	8	7	8	8
2	NBA JAM	Arena	9	8	8	7	8	9	9	8	4	5	7	7	8	8
3	NBA Action '94	Sega	7	7	7	7	6	8	7	8	8	7	7	6	9	9
4	Bulls vs. Lakers and the NBA Playoffs	Electronic Arts	7	8	7	6	8	8	6	7	8	8	7	6	7	7
5	Dick Vitale's Awesome Baby! College Hoops	Time Warner	7	7	6	8	8	7	7	7	6	6	7	7	7	7
6	Lakers vs. Celtics and the NBA Playoffs	Electronic Arts	7	8	7	7	6	7	6	7	7	7	6	6	7	7
7	David Robinson's Supreme Court	Sega	7	7	8	6	7	7	8	7	6	6	6	7	5	3
8	Jammit	Virgin	7	7	7	8	8	6	7	8	6	6	8	6	6	n/a
9	NBA All-Star Challenge	Flying Edge	6	7	7	7	6	7	7	5	4	6	6	6	7	6
10	Jordan vs. Bird One-on-One	Electronic Arts	8	7	7	7	7	7	6	6	5	6	6	6	n/a	7
11	Pat Riley Basketball	Sega	6	7	8	6	6	6	7	6	4	5	5	6	6	3
12	Super NBA Basketball	Tecmo	5	5	6	6	5	5	7	7	8	5	6	6	8	6
13	Double Dribble	Konami	5	8	5	7	6	6	7	5	6	4	6	5	6	n/a
14	Barkley Shut Up and Jam!	Accolade	5	8	5	4	5	5	7	5	5	4	7	3	6	3
15	Arch Rivals	Flying Edge	5	5	5	6	6	7	8	3	4	4	5	4	5	n/a
Sega CD Auto Racing																
1	Formula One World Championship: Beyond the Limit	Sega	7	8	7	9	9	6	7	9	8	8	8	8	8	9
2	Jaguar XJ220	JVC	7	7	8	8	7	7	8	7	6	6	8	6	n/a	4

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GENESIS

SPORTS

1-2 Players

16 Meg

Developer:

Time Warner

Dick Vitale's Awesome Baby! College Hoops is Time Warner Interactive's attempt to bring the wild first-person action found in Nintendo's *NCAA College Basketball* to the Genesis. It's a valiant effort, but let's face it, without a lot of additional hardware, the smooth scaling and rotation effects of the SNES game can't be duplicated on the Genesis, no way, no how. The result is choppy rotation, scaling, scrolling and animation, all of which is kinda disorienting when trying to control your team.

OK, now that we got that out of the way, let's get to the good stuff (and there's plenty of it!). As you might expect, there's loads of digitized color commentary from Dicky V., and like most everything else in this cart you can customize the level of speech from "small talk" to "motor-mouth" (my personal favorite!) All of the samples are exceptionally clear and capture Vitale's personality perfectly. Other customizable options include changing any one of the 32 teams' names and six adjustable speed settings (from slow to ludicrous).

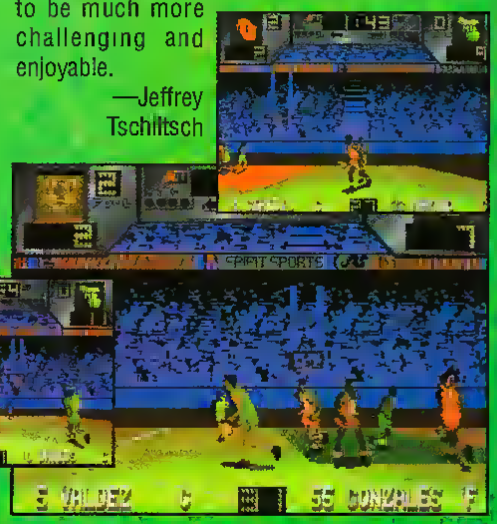
There is a wide variety of moves, all of which are easier to pull off if you have a six-button controller. Besides the usual shoot, pass and block functions, *Awesome Baby!* has specialized defensive moves to try to force the offensive player to shoot or commit a foul. Offensive players have a special behind-the-back pass for tight situations and can perform dunks and lay-ups.

- ✓ Exhibition/Practice Mode
- League/Season Mode
- ✓ Tournament Mode
- ✓ Substitutions
- Team Construction
- League Construction
- Battery backup
- ✓ Password Backup
- Instant Replay
- Official License
- ✓ 1 ✓ 2 3 4 5 Players

Both the offense and defense have five set "plays," similar to the NCAA cart, which are really nothing more than offensive formations and defensive zones. Due to the constantly changing perspective you might be tempted to let the computer control the defense, but don't; The computer isn't aggressive enough and you'll need to use the "change player" button often in order to get the defensive rebound.

Awesome Baby! has two modes of play: Standard five-on-five college basketball and a special two-on-two Slamfest (something like a first-person *NBA JAM*). You can play either practice games or enter a tournament in the five-on-five mode, where players tire and substitutions will have to be made from the bench from time to time. The Slamfest mode adds a few special moves, such as being able to knock opponents down and direct your teammate to cover another area of the court. I didn't care much for the Slamfest mode and found the five-on-five games to be much more challenging and enjoyable.

—Jeffrey Tschiltsch



"Oh yeah!" "The crowd is going bananas!" "It's Madness Time!" "Boom-boom-boom, baby!" Vitale's cart is all, and then some.

GRAPHICS 7

While not as smooth as *NCAA*, the perspective works better than I imagined it would on the Genesis. It gets pretty crowded in the key, where foreground players can block your view of smaller players (those close to the hoop).

SOUND/MUSIC 8

The digitized speech makes the game, but the music ain't bad either, with loads of variety from electric guitars to school bands. All in all, some of the better sounds we've heard out of a Genesis cart in a while.

PLAYABILITY 7

Despite the choppy animation, the game plays pretty well. There's often some lag time between when you press a button and the action occurring on the screen, but the players respond very well to the directional pad.

EASY MEDIUM DIFFICULT

EDITORS' RATINGS

GORE	CHRIS
6	7
NIKOS	BETTY
6	7

BANG FOR THE BUCK 7

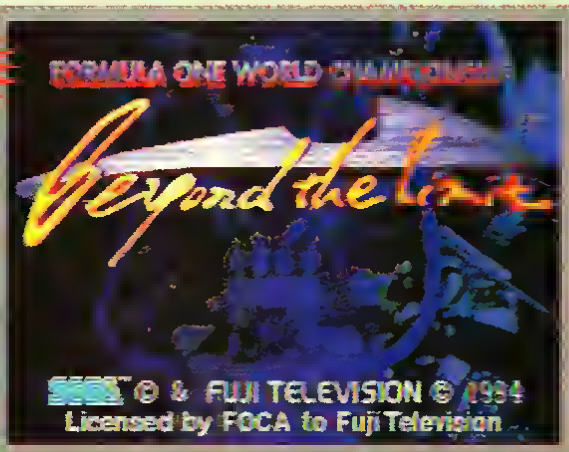
THE LOWDOWN

Dick Vitale's Awesome Baby! College Hoops lets Genesis owners experience some of the thrills that SNES owners had with *NCAA* with the added bonus of Vitale's prodigious vocalizations. While the action has been toned down a bit due to the hardware limitations, the cart offers solid roundball action and a good variety of options. Worth checking out if you don't own a SNES and are looking for a different kind of basketball game.

SEGA CD

SPORTS

SIMULATION



SEGA SPORTS

1 Player

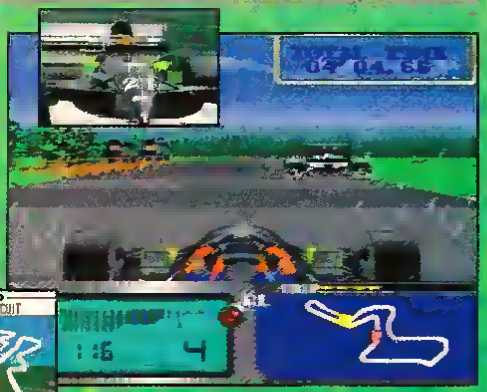
CD

Developer :

Sega

One of the most eagerly awaited racing games of the summer, *Formula One World Championship: Beyond the Limit* (formerly known as *Heavenly Symphony* in Japan, where it was developed) has finally arrived for the Sega CD. Fully licensed by the FIA and Fuji Television, the game features all the drivers and teams of the 1993 World Championship season.

Beyond the Limit takes full advantage of the Sega CD's capabilities with a killer soundtrack and one of the hottest full-motion video introductions for a sports game yet. Unlike other CD sports games where video clips are added as simple highlight reels, the video in *Beyond the Limit* has been carefully integrated into the game. Take the 1993 mode, where you assume a driver's role at the later stage of the race—*exactly as it happened in 1993*—and must match the challenge that driver faced. After reading the scenario, authentic video footage sets the stage, showing the events leading up to the point where you take control. Successfully meet the challenge and you'll see highlights of the victory, otherwise be prepared for video portraying a disappointed driver and his team.



Increasing your turbo boost will help you in passing situations, but don't overdo it or you'll blow your engine.

- ✔ Practice Mode
- ✔ Season/Circuit Mode
- ✔ Special/Arcade Mode
- ✔ Qualifying
- ✔ Vehicle Setup
- ✔ Pit Stops
- ✔ Battery Backup
- Password Backup
- Instant Replay
- ✔ Official License
- ✔ 1 2 3 4 5 Players

The great graphics aren't reserved just for video clips, however. An amazing amount of detail has gone into representing the world's Formula One tracks as accurately as possible; courses such as Monte Carlo are simply breathtaking. Unfortunately, all that wonderful detail seems to have put quite a strain on the Sega CD's ASIC processor. While all the on-track objects scale smoothly, the game doesn't convey the same sense of speed that was present in other Sega CD games of the past, such as *Jaguar XJ220* or the excellent driving levels in *Batman Returns*.

Which brings me to the main problem with what—by all rights—should have been the definitive F1 video game: Steering control. In my opinion, it just plain sucks. The smooth steering sensation found in games like Domark's *F1* and Sega's own *Super Monaco GP* simply isn't there. The controls are hyper-sensitive, jerking the car radically at the slightest touch of the D-pad. Even after hours of practice I still found myself wildly oversteering, especially in traffic.

Beyond the Limit has so much going for it that true racing fans will probably put on those rose-colored glasses and refer to the steering as "challenging"—I know I kept coming back for more— but casual players are more likely to call it "frustrating" and move on to something else.

—Jeffrey Tschiltsch

GRAPHICS 8

I've never seen so many roadside objects in a Sega racing game before, let alone scaling this smoothly! Unfortunately, the horizon scrolling isn't as smooth as other Genesis/CD racers. Terrific video clips really pull you into the action.

SOUND/MUSIC 9

The music shreds and is guaranteed to get your adrenaline pumping! Excellent voice-overs describe each track's special features. Effects are also well done, especially when you pull into the pits or drive under a bridge.

PLAYABILITY 6

Straightforward controls are marred by over-sensitive steering. Surprisingly, there is almost no collision detection with roadside objects; you pass right through signs and trees. Lack of a two-player option may disappoint some racing fans.

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EDITORS' RATINGS

GORE	CHRIS
8	6
NIKOS	BETTY
7	7

BANG FOR THE BUCK 7

THE LOWDOWN

As a fan of Formula One racing since Andretti won the World Championship in a black Lotus called the John Player Special, I was impressed by *Beyond the Limit*. The tracks are detailed and the excellent FMV really showcases the drivers of the world's most dangerous sport. The Grand Prix mode's many options depict the complexity of racing, and the 1993 mode is truly innovative. Unfortunately, the steering woes undermine the game to the point that it's to be recommended for hardcore F1 fans only.

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GLOBAL GAMING

BY ERIC NAKAMURA

J. League Soccer Prime Goal 2

NAMCO
Super Famicom

With the relatively recent formation of the Japan League Pro Soccer organization, soccer mania has become a huge prime time success in the Land of the Rising Sun. The games are sold out, T.V. coverage is saturated and the supermarkets are filled to bursting with J. League trading cards, candy and ramen.

The second J. League-licensed video game is *J. League Soccer Prime Goal 2*. You'll need every button on your pad to play this game. You can pass long or short, shoot, volley kick, dive, head, do bicycle kicks and pass and shoot with curves. Soccer play seems limitless and each player has his own skills. What takes this game over the top is the close-up screen that appears when you confront an opponent. Released just last month in Japan, this is sure to become a top-selling sports hit.

SPORTS

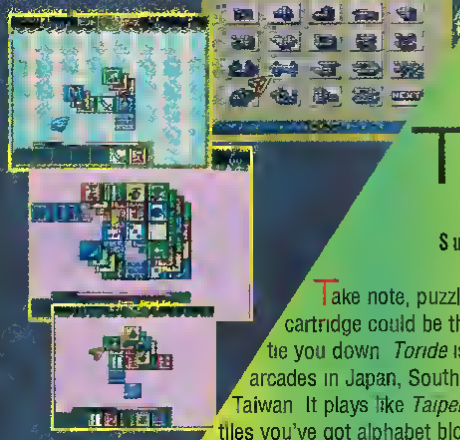
Galaxy Robo

IMAGINEER
Super Famicom

Galaxy Robo is an RPG/strategy game that revolves around humans who have migrated to four planets. Essentially, the plot details how the strongest of the four—Galaxia—took over a smaller planet called Luxia, which caused two princes to start a war over which of them would become heir to the Galaxia Empire. Your mission is not to help decide the victor, but to make peace.

The game is a detailed, number-crunching Japanese-style RPG in which robots with swords take part in turn-based combat. There are many different robotic types. My favorite is the Sprite which is piloted by a cute lady named Shia. Don't expect an American release any time soon, translating all of the text and writing a decent instruction manual for *Galaxy Robo* could take years.

STRATEGY



Toride

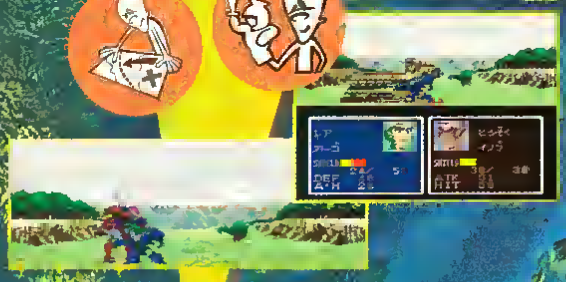
TAKARA
Super Famicom

Take note, puzzle fanatics. This Japan-only cartridge could be the ultimate puzzle game to tie you down. *Toride* is already a super hit at arcades in Japan, South Korea, Germany and Taiwan. It plays like *Taipei*, but along with mah jong tiles you've got alphabet blocks and picture pieces. There are also other obstacles—like moving pieces—to throw you off.

Usually a puzzler game like this is something that you'd play by yourself, but *Toride* has a two-player mode that will keep you and a friend playing forever. Choose from different puzzles and think your way to victory by getting rid of all of your pieces.

STRATEGY

RPG



"Awesome, Baby! Any way you look at it!"

–Dick Vitale

Equally awesome basketball commentator and coach

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The game's so awesome, I'm proud to have my name on it. Just check out all the prime time features of ***Dick Vitale's "AWESOME, BABY!" College Hoops:***

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Play it and you'll be screaming,
"Awesome, Baby – with a capital A!"

Dick Vitale

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